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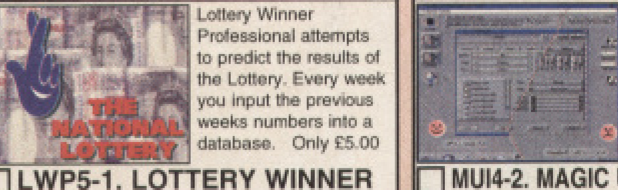
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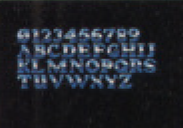
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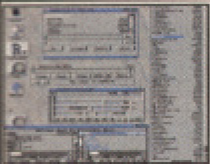
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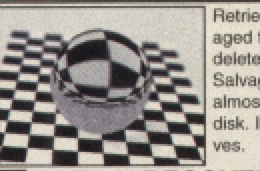


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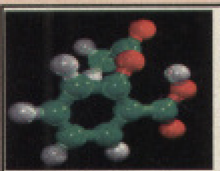


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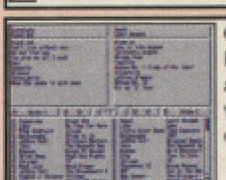


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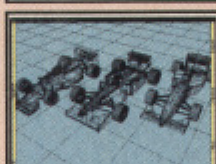


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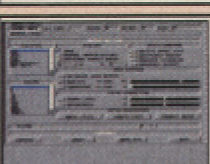


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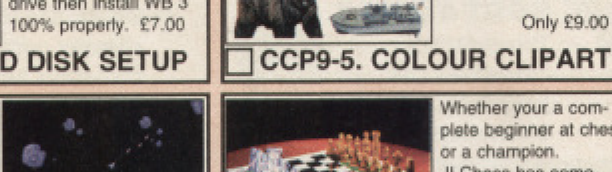
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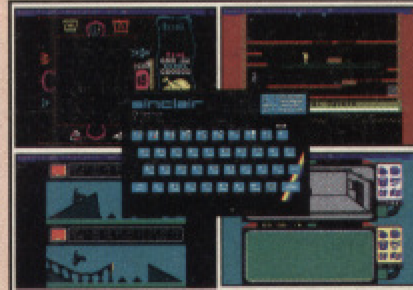


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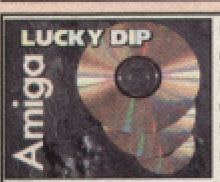


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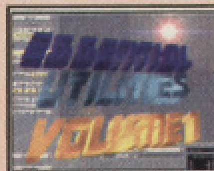


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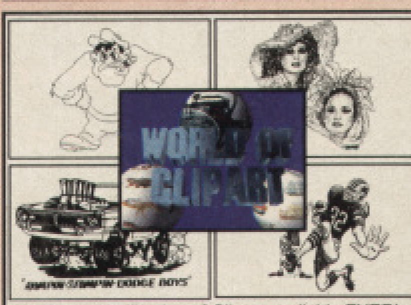
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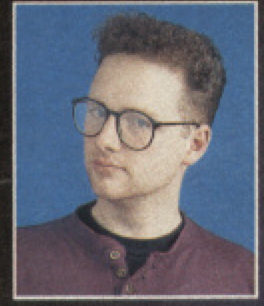


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CONTENTS



So, that Harry chap, then. Swanned off with his girly to Skye, he has, leaving us lesser mortals to pick up the broken pieces of our beloved magazine so that you, dearest chums, might have something to read on the toilet. Still, as you can see it's worked — because this spanking brand-new 100 pages-worth of golden trouser that you hold gently in your paws is utterly brimming with hot news, previews, reviews and how-d'you-dos™. Hottest of all is the substantiated rumour that Commodore has at last been taken over. Escom, the company responsible, seems to have a marketing strategy and everything — something that we Amiga owners have been praying for over the last few years. If you've entered the Fancy Football League you'll find the results on page 89 (although don't bother if you've picked any Liverpool players!), and there's fun to be had with the more ludicrous entries to the Chaos 2 competition over on page 92. Aside from that, let me just say that Matt has shaved his beard off *again*, and we're going to be taking new photographs soon so if you don't want to see his naked ugly-mugly, write in and tell us. Please.

Andy Nuttall,
editor.

GAMES FEATURED IN THIS ISSUE

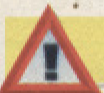
COVER STORY P. 40

Envirocop a load of this! Yes, Graftgold's gun-totin' game virus gumshoe is swivelling his cute little robottom on an Amiga near you! It's bacteria the future — not 'alf!



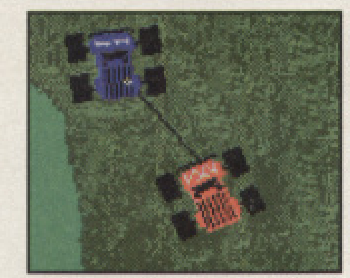
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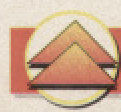
REVIEWS









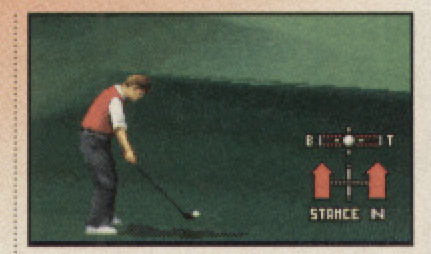


UPDATES





REPLAYS!





TIPS



COMPETITIONS



AFTERGLOW

BOOT SECTOR

LOADING YOUR DISKS

1. We've been at sea now for sixteen weeks. First Mate Attrill says that if we don't find land soon, he'll peel the cover disk of his choice from the cover, insert it into his disk drive, and then turn the power on. He's a fool, but a damned brave one.
2. Captain Nuttall has, I fear, lost all his senses. He's taken to eating his own nasal hairs, supporting Liverpool, and selecting the demo of his choice from the menu.
3. As for myself? Well, thanks to a local Wimpy bar and an endless supply of luncheon vouchers I have managed to remain calm, not to mention 12 stone 13 pounds. I've also feasted upon our coverdisks. What about you?

BOONDAR

The One & Frentic (NOT P.D.!)

A

THIS IS NOT P.D! Oh no, most definitely not! See, when we're not bringing you the best in sneak-preview cover-demos, we're getting them made especially for you! We love you (and I really mean that. No. Really, I do.)

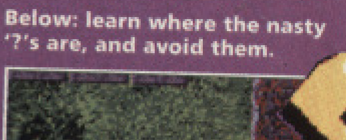
Boondar is actually based on an old CBM64 and Spectrum smash-hit game called *Bounder*. The aim of the game is a simple one, yet a brilliant one; you are a ball, and must get to the end of a huge scrolling course. See? Excellent! There are a number of stepping stones along the way, some of which will allow you to bounce on them as many times as you like, while others will dissolve away, leaving you to fall to your death. Other obstacles to be avoided include the many hedges that block your way, along with the odd nasty thing that plops in front of you and jumps up and down.

To help you along the way, there are a number of bonus tiles (shown with a '?') which, once bounced on, will award varying effects. On the good side, you might get an extra life or a points bonus, BUT you might possibly get a joystick reversed or a nasty disease. That's the luck of the draw!

Anyway, the joystick controls everything, and other than getting used to the bounce delay and the way the ball reacts to various tiles, it's all pretty damn simple! Have fun, courtesy of *The One*.



The End, a screen which you'll be seeing quite often. It's not easy!



Below: learn where the nasty '?'s are, and avoid them.

WHOOPS!!

Due to the large number of disks made, the odd one is a right old grumblin' git. If you're unlucky enough to get one of these (i.e a disk that don't work!), please except our humble apologies, but PLEASE DON'T SEND THEM TO US! Instead, send them, with a SAE for 28p (that's 25p, plus three 1p stamps), to:

The One Disk Returns, Diskxpress, Unit 7, Bourton Industrial Park, Bourton-On-The-Water, Gloucestershire GL54 2HQ

Once you've done this, grab yourself a nice thick book, and wait by the door. If you think your problems can be solved down the phone, call the Diskxpress helpline on (01451) 810788 between 10am and 5pm on weekdays. From morning to night, I stayed out of sight, didn't recognise I'd begun.



Look, I know we said you were getting the Super Street Fighter 2 disk this month, but, well, things didn't work out as we'd planned (Andy is still editor, for instance). Still, it is definitely coming next month (and I really do mean it this time). While you're waiting, let Matt Broughton to distract you with some excellent demos!

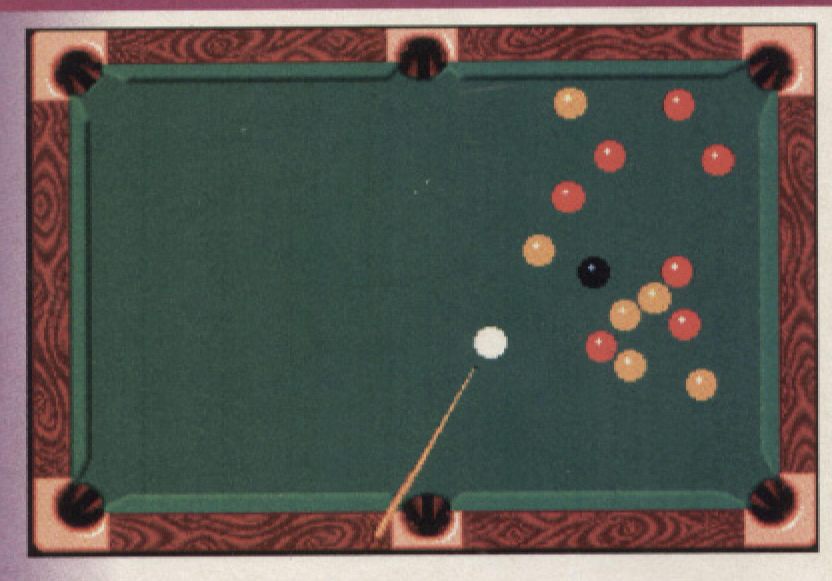
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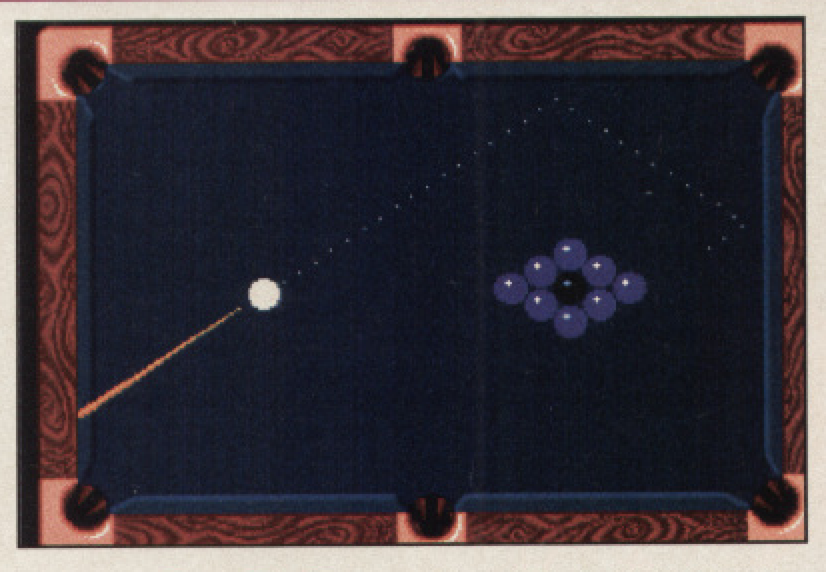
BOONDAR
The One & Frentic (NOT P.D.!)

FRIDAY NIGHT POOL
Public Domain

B

VIROCOP
Renegade





Above: Lots of options abound — and this is only the PD version! Send off a fiver, and you'll get the full monty!

FRIDAY NIGHT POOL

P.D.

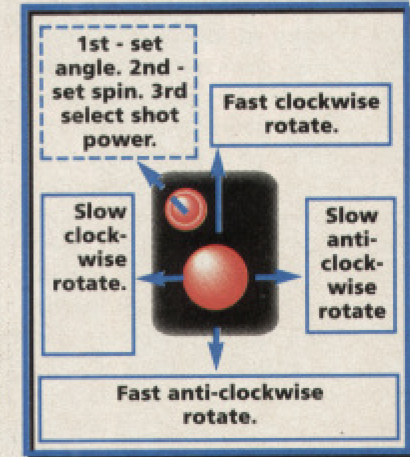
A

Gosh we're teasers aren't we! We go and give you a, erm... tasteful strip pool game, but with the strip feature disabled! Ha! And that's just the half of it. Yes indeed, this is but a snip of what the full game includes, along with intelligent and believable opponents, tons of chit-chat from the opponents, and even CPU players cracking under pressure!

It's all pretty simple stuff to get into, so get to the options screen, and sort out what sort of a game you'd like to play. From here you can choose from one and two-player games, as well as a practice game (where the mouse picks up the cue ball) or even a demo game. You can select the colour of the table and balls, as well as whether you want to play 8 ball or a custom game. Of course, the strip option doesn't work (Damn!) but there are details on the disk about how you can obtain the full game. After that, just click on play, and then choose your opponent.

Once the actual match has begun, the controls are pretty damn obvious (but this is Boot Sector, so let's patronise you just a bit longer!) Okay, where do you want the cue? Just use left, right, up, and down to get yourself into position, then press fire. You can now set where you want the spin on the ball, again, by using the fire button. Once this has been selected, the power bar will move up and down, and with a press on the old button, let rip with your shot. The usual rules apply, so don't be potting the cue ball, or your opponent's ball for that matter.

As with the best games, there's not really much more to tell you, so until you get the full pukka game, grab your self a copy of Playboy, load up the game, and enjoy yourself as best you can! I thank you.





VIROCOP

Renegade

Well hellooooo dolly! What's this little groovester of a game then? Well, it's an absolute beaut' going by the name of *Virocop*, and if you haven't already sucked up our enormous four-page review, er... do. No, really. It's a corker!

The storyline here is that you, D.A.V.E, are sent into a number of computer games to kill the nasty viruses that have developed there. Our demo actually gives you a full level from the sports simulation, 'It's a funny old game', so you can expect tons of footy, tennis, snooker, etc. related japes. As you'd expect, there are billions of things out to eat your energy up (which, incidentally, is shows by the battery in the bottom left, along with your remaining lives) all of which can be dispatched using either your standard bullets, or with bombs and mines.

Once destroyed, most baddies give out a number of 'bits', all of which can be collected for point bonuses, while others will release power-balls. In the full game, these balls can be collected and used as currency when visiting the weapons shop after each level. Er, but you can't do anything with them here. Still, attractive huh?

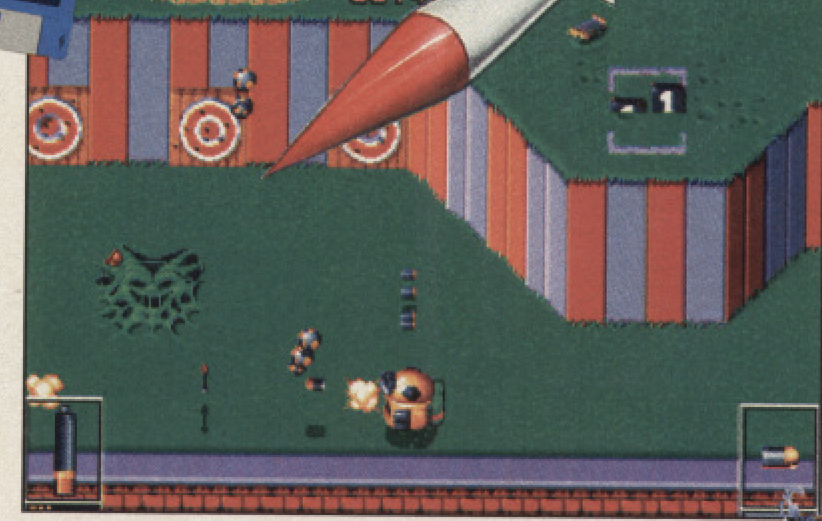
Along with all of these little goodies, you will also find battery charge-ups (little flashing gold, er... things) and special weapon pick-ups. Again, these can be accessed using the lovely space bar.

The real point of your being though, is to find the nasty green viruses (sort of three-dimensional bogies) that plod around the game zone spewing crap. Shoot these little buggers for long enough and they'll blow up ever so nicely, leaving you with one of the letters needed for the password. Once all of the viruses on the level have been eliminated (the number by the score) you can head for the exit and onto the next level.

When the game first loads up, there are a number of options that you can choose from. Pressing F1 allows you to alter the player set-up and controls. Once in the options selection screen, F1 toggles between one-player and team move, while F2 and F3 change their control selections. F4 sorts out whether you want music on or not, while F5 allows you to enter any passwords found. The help button will pause during the game (and Esc quits from pause).

And that it folks, and I find myself with only one thing left to do — and that's to say, Der Spiegelei felt auf dem boden! Yes, that's right, have fun with your fried eggs! (Which have, apparently, fallen on the floor.)

But wait! What's this? It's almost as though Jo had suddenly crept up behind me, tapped me on the shoulder and said "Matt, there's not enough text to fill up Boot Sector." My god! Whatever can we do? This is a job for SPACE FILLER-MAN! See, already the peril is controlled. Phew!



This massive level could be yours — if you buy the mag, that is!

Fire (God, why do I bother?)
Up
Left
Right
Down
SPACE BAR
Cycles through guns, bombs, and mines

There's one simple rule: Kill everything that moves!

Here's the box for your 'virtual' sports game. There are more in the game, obv.

The Small Print Bit.

1. Whilst we here at *The One* make every effort to check the coverdisks for all known viruses, we can accept no responsibility for damage caused by viruses which may have escaped our attention.
2. *The One* and its retailers are not liable for any unnotified changes to the contents of the coverdisks which may occur.

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COMMODORE LIVES

After 362 days of nail-biting, boredom and occasional despair Commodore's future has finally been secured. And doesn't it look good! The wearisome battle to own the company has been won by Escom, the German-owned manufacturer and retailer of PCs. It paid $10 million for the rights to all the trademarks, patents and technology associated with Commodore and, of course, all the remaining stock.

The new owner has already promised to start manufacturing all the existing machines again and to plough resources into designing new ones.

It's a great result. Before the decision was announced many insiders suspected that the eventual owners would really want to "asset strip" Commodore.

In other words they would flog off the remaining kit to generate some cash, and put Amiga chips in, say, printers without necessarily building new home computers.

But Escom doesn't give this impression at all. Quite the opposite. Escom's UK MD Bernard Van Tienen said: "We will definitely restart production of the Amiga 4000 and 1200, and we expect to have them back in the shops by August. We haven't decided yet what to do with the CD32 and A600."

Insiders believe Escom will revive the A600 (which was deleted before the old Commodore ceased trading) at a new low price to encourage kids into the Amiga habit. The first place to stock the resurrected machines might well be Rumbelows, because the collapsed chain was bought by Escom over two months ago.

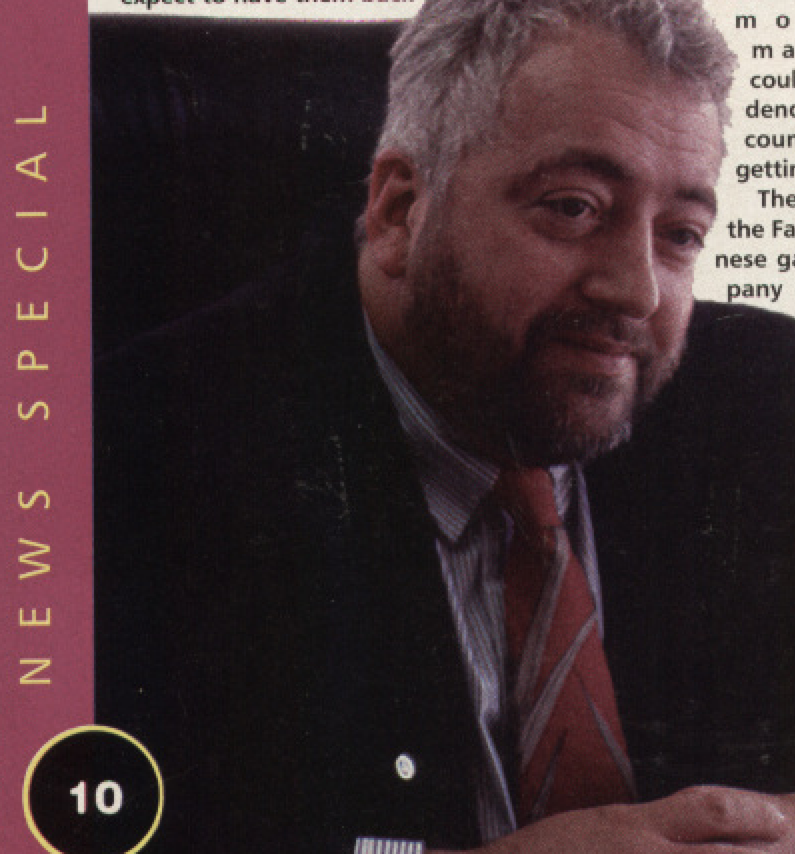
FUTURE PERFECT?

Looking further ahead, Escom has pledged to improve the two 32-bit machines and to crank up work on the mythical "Power PC" Amiga, which will run Windows and Mac operating systems.

It really believes in the multimedia qualities of AGA architecture and predicts an Amiga set-top-box "will become the future of Interactive TV".

Even more amazing is the decision to begin producing C64s again. Escom has Eastern Europe markets in mind here. And as a German company, it should know something about them. Obviously weaning Poland, Rumania, Hungary and the rest on Commodore machines could pay dividends if these countries start getting rich.

Then there's the Far East. Chinese games company Tianji has been granted the rights to make and sell Commodore machines in its home country. Again, China could be a huge market soon.





Easter was a rather appropriate time for a resurrection, don't you think? Escom obviously thought so. It paid $10 million to bring Commodore back from the dead. Here, The One outlines Escom's plans and reveals how it won the battle.

Finally, Escom has decided to make Commodore-branded PCs again. This was a disaster the first time it was tried. Mind you, Escom has built its success on badging PCs and selling them through its own shops, so it should know what it's doing.

Not bad, eh? The decision to give Escom the nod was agonising right to the end. The final showdown took place in New York on April 21— just eight days short of the first anniversary of Commodore's limbo. But even after a year there were still last-minute shenanigans.

A few days before this date Commodore UK's well-publicised bid was withdrawn by an obviously saddened David Pleasance and Colin Proudfoot.

The team is now hoping that Escom will use former Commodore personnel to run its UK operation. Neither Pleasance nor Proudfoot could be contacted at the time of going to press. Although they had appeared hugely confident ever since July 1994 when they first announced it, the bid apparently fell apart because of wrangling among its investors. This left the way open for Escom, which had announced its participation in the battle just a few weeks before the auction. Escom's offer of $5 million with no strings attached was more than its rival CEI could match.

But then, from out of nowhere, came Dell. The PC giant was willing to pay around $13 million for Commodore. But its bid came with certain conditions, and Dell insisted on having 31 days to

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have a better look at what it hoped to buy. Escom doubled its no strings attached offer. The liquidators, faced with a kind of *Play Your Cards Right* scenario of $10 million now or an uncertain $13 million later, plumped for the cash. And so ended the most horrible year in Commodore's distinguished history.

PAST INDICATIVE ?

The trouble had started long before the liquidators closed the whole thing down last April. Like the First World War, everyone thought it would be over by Christmas. But it wasn't to be. It's been said that Commodore was as complicated an organisation as Robert Maxwell's, and that it took a year just to unravel it all.

This was presumably one reason why Commodore fell apart in the first place. There's little doubt that some — ahem — "unorthodox accounting" had been practiced by the old US management in an attempt to artificially inflate profits and losses.

Then there were the private jets, the chauffeurs, the huge mistakes with CDTV, and the doomed PC division. They all hastened the decline of a once-great corporation.

Things had started to look desperate in early 1993. In March of that year Commodore posted a loss of $177.6 million. The total loss for the financial year was a juggernaut-sized $356.5 million.

All the mistakes of the previous four years were being vomited up at the same time. All hopes were pinned on the CD32. The 32-bit console was acknowledged to be the make-or-break machine for the corporation when it was launched in July 1993. Predictions were made of 250,000 sales across Europe by Christmas. But even the best machines take two or three years to establish themselves, and six months was never going to be enough. And Commodore UK was not helped by slow software support, a relatively meagre advertising budget, and an embarrassing TV ad.

No one's ever given a sales figure for CD32, but it was probably less than 50,000 by that first Christmas. And you can still buy them now, which probably says a lot. In the three months to December 31 1993, when the CD32 factor was supposed to be taking effect, a loss of $8.2 million was posted.

Liquidation became inevitable. When it came there was heaps of speculation about who would buy. No wonder. In the Amiga and its chipset Commodore had a golden goose. And a multimedia, multitasking goose at that. Initial rumours suggested Sony, Philips, Amstrad, Nintendo and Samsung were all interested in taking over. As potential backers jostled for control it seemed the future would be sorted out quickly. But, as we said, it was a complex job.

This gave Commodore UK time to put together its own bid. On July 7 1994 it was announced to the trade. Among its backers were — get this — the Chinese government! It was so confident it even sent tickets out last October for a party to launch the new company it planned to call Amiga International. It never happened.

At the end of last year and the beginning of this it all went a bit quiet (apart from when US-based CEI joined the fray). The Amiga community began to think the worst — that the machine was dead. But trade polls still revealed that retailers wanted the machine back. Why? Because the public — that's you lot — kept hassling them for it.

With its grand plans it looks as though Escom recognises this grass roots love for the machine. All it has to do now is convince the publishers to develop games for it.



NEWS

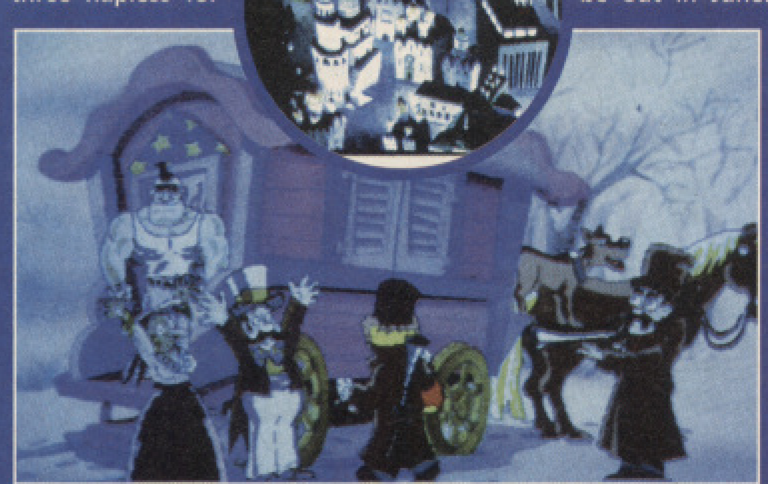
RIDE THE WILD EAST

Core Design has set its latest graphical adventure in the heartland of present day capitalism: Russia.

The Big Red Adventure is a tongue in cheek adventure game, which takes its characters on a journey across the post-communist superpower — from the dreary streets of Moscow to the icy plains of Zerograd.

It begins with a plot hatched by jaded old Red Army generals to recapture Russia for the communists. Caught in the crossfire are three hapless foreigners: Doug Nuts (the anorak), Dino Fagoli (the moronic boxer) and Donna Fetale (the easily blackmailed female). Any ageing gamers among you might recognise some of those names — *The BRA*, as it could be shortened, is written by the same company that wrote *Nippon Safes Inc.*

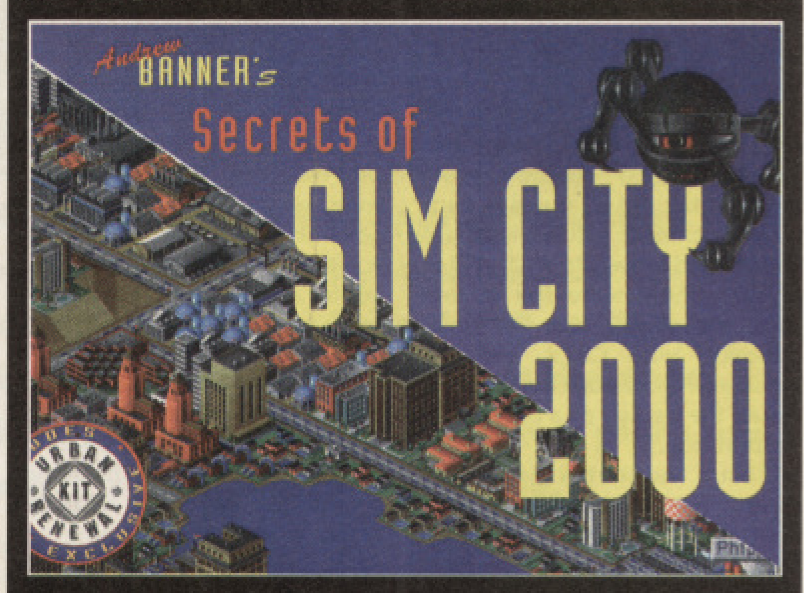
Like in *Nippon Safes*, there are four levels to the game, one for each character's story and one to bring them together and reveal the secret twist. It'll be out in June.



SIM MADE SIMPLE

If your running of municipal facilities leaves something to be desired, then the answer is at hand. *Secrets Of Sim City 2000* is a paperback which comes to the aid of would-be mayors who just can't balance their budgets.

Author Andrew Banner has obviously spend years creating cities on his computer. Thankfully he's willing to share his knowledge — along with even a few cheats. The book costs £9.95, it's published by Bruce Smith Books, and it's out now.



THE SHOWS MUST GO ON



The "Live" consumer electronics exhibition has been lined up for the third year in a row thanks to the appearance of *The One* at the last show.

Okay, so other factors might have made a difference too. But we were there last year — and we will be again for *Live '95*. The Games Zone will be next to the Capital FM area and, if it's anything like *Live '94*, it'll be bloody packed. The show takes place at Earls Court from September 19-24.

● Don't forget the Spotlight show at London's Novotel hotel on June 10 and 11. It's for Amiga and Atari users, and features a range of Amiga-related manufacturers. So if you need a peripheral, this could be the place. Fiver to get in. ☎ 0181 345 6000.

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FOUR WEDDINGS AND A BARE BREASTED COUNTESS

Despite the threat of new and better alternatives, the Video CD market just keeps on growing. The latest batch of releases is a mixed bag to say the least.

Entertainment giant PolyGram has thrown its hat into the Video CD ring by releasing the biggest British film of all time on to the format. Yes, *Are You Being Served: The Movie* finally makes it debut. Not really, suckers. *Four Weddings And A Funeral* is the blockbuster in question. It steps out alongside Leslie Nielsen's *Bad Golf Made Easier* and Chubby Brown *The Helmet's Last Stand*.

Meanwhile CD Vision has launched a collection of films from the Redemption Video label. These strange horror movies may not be as good as they sound, but with titles like *Tender And Perverse Emanuelle*, *Flavia The Heretic* and *The Bare Breasted Countess*, how could they be?

The Video CD market is still the preserve of CD32 and Philips CD-i owners. The new Sega and Sony consoles are supposed to run Video CD, but they're not here yet — and 3DO has just announced that it won't be adding the technology to its machine.

Once again a blow is struck for the CD32 cause — although new owners Escom don't know what to do with the machine yet. They're still available in the shops, though, so get 'em while they're hot!

RIGHT ON KIDS

It seems that the Internet isn't being used solely for the purpose of entertainment and research after all. A report from researchers at the Wiesenthal Centre in Paris warns that certain neo-Nazi organisations and other right-wing extremists are using the 'net to spread race-hate propaganda. Neo-Nazis in Britain, Holland, Germany, Norway, Austria and the US are all thought to be linked via computer networks.

The unregulated aspect of the Internet means the groups are using it for communication, and, more worryingly, to spread revisionist literature denying that the holocaust ever happened. Bomb-making information is also said to be available.

Mike Whine, Community Security Director of the Board of Deputies of British Jews, who has been monitoring the activities of the neo-Nazis on the 'net, said: "It's a worrying and alarming development."

Even more alarming, though, is the availability of over 100 neo-Nazi computer games, which are allegedly being targeted at children. The 'games' include *Concentration Camp Manager*, where the 'player' gets to choose types of gas, potential victims, and sell on discarded human remains for profit.

Thankfully, though, there are people trying to stamp out this kind of atrocity — not least the good old British bobby. D.I. David Davis of the West Midlands police is Britain's first ever 'CyberCop', tracking down and prosecuting child pornographers who also make use of the Internet. He reckons that his methods could also be used to crackdown on race-hate material.

AMIGA PARADISE FOR PARADIGM

Escom's announcement that Amiga machines will be back in the shops by August has come in rather handy for Paradigm Data Systems.

The Welsh publisher of business software recently announced its decision to develop games for the Amiga — and it plans to have the first one out in September. Paradigm is currently signing up talented shareware writers to its new division. Hip, hip.



NEWS ARSE

● ...From the bowels of secret US government buildings to the shelves of Mr Patel the newsagent... Yes, *The X-Files* is now a magazine.

The enormously successful sci-fi show has attracted a cult following of hugely sad proportions. If you're among the legions, then check out this 25 page adult comic. Besides the strip it features a "making of" section, interviews, competitions and even a free badge. *The X-Files* is published by Manga Publishing, and costs £1.25

● ...Watch manufacturer Timex has at last shed its schoolboy image, and produced what could be the most exciting watch of all time. The 'Space Watch', as we've christened it, is a wrist-mounted personal organiser, capable of storing loads of phone numbers and important appointments. But it doesn't stop there. No, a special 'interface' on the watch allows you to connect it to your PC, and with a special piece of software supplied, you can download all your computer-based data too! Sadly, it's PC-only at the moment, but if you're interested you can contact Timex on 0171 630 8180.

● ...The Rovers Return may never be the same, the Queen Vic could be outmoded and Andy Capp will have to be completely rewritten. Yes, the UK now has its first cyber pub.

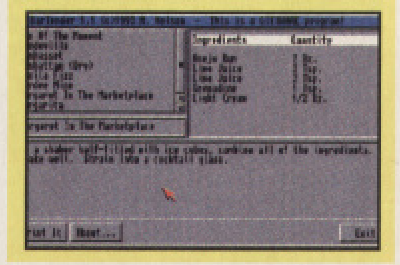
The Six Bells in Cambridge has been opened as a joint venture by brewer Greene King and Internet provider CityScape. Now regulars can have a slap up meal at lunchtime, drink a skinful in the evening, download some graphics from the World Wide Web, and upload everything else into the toilet at 10.55.



LAST ORDERS

Over fancied yourself as a bit of a Tom Cruise? Watched that *Cocktail* film and fancied a bit of the old bottle-spinning bird-winning? Well now's your chance!

Thanks to a rather unusual utility on the PD market called *Barman*, you can now have your own on-line cocktail ingredients book, filled with recipes for just about every kind of drink ever. Probably. It's available for very little money from 17 Bit Software (disk number 3605) and it's a real ice breaker at parties. Or something. You'll find the address in PD Zone (page 86).



GAMES CHART TOP TEN



1. (1) **Super SkidMarks** (Acid)
2. (2) **SWOS** (Renegade)
3. (—) **Man. Utd: Double** (Krisalis)
4. (5) **Roadkill** (Acid)
5. (3) **Pinball Illusions** (21st Century)
6. (4) **Theme Park** (EA/Bullfrog)
7. (6) **FIFA Soccer** (EA)
8. (7) **ATR** (Team 17)
9. (8) **On The Ball Lg Ed.** (Daze)
10. (9) **Beau Jolly Comp.** (Virgin)

WORMS AHOY!

We like to keep our readers informed as much as possible, so it seems only fair that you receive the latest shots of the forthcoming Team 17 smash, *Worms*. You'll be glad to know that they haven't lost any of the original version's charm and fun, but Team 17 has souped-up the graphics to look a bit more substantial, as well as having added a few more toys for the player to muck about with. First up is a bungee rope that now allows you to drop down from exposed sections of scenery, while a bat-rope means you can swing and climb from down below. Air strikes can be called into specific co-ordinates, while killer sheep can be set on other players (a brilliant inclusion if you ask me). That's it, really. Expect *Worms* sometime later this year, when we'll bring you the full review.





ZAPPO COMPATIBILITY

Want to know which CD32 games will work on your Zappo A1200 CD drive? Looky here, then.

KEY: 3.0 Boot: No fast memory, Graphics 3.0 ● Fast Boot: Fast memory, Graphics 3.1 ● * Joystick in port 1 ● # Disconnect Mouse ● — Load Workbench first

Sports Football	Plattsoft	Not Compatible
Striker	Gremlin	Okay
Subwar 2050	MicroProse	Okay
Summer Olympix	Flair	Okay
Super Methane Bros	Apache	Okay
Super Putty	System 3	Not Compatible
Superfrog	Team 17	Okay
Super Stardust	Team 17	Okay
The Big 6 (Dizzy)	Codemasters	Okay
Top Gear 2	Gremlin	Okay
Total Carnage	ICE	Okay
Tower Assault	Team 17	Okay
Trivial Pursuit	Domark	Not Compatible
Trolls	Flair	Okay
UFO: Enemy Unknown	MicroProse	Okay
Ultimate Body Blows	Team 17	Okay
Universe Core	Design	Not Compatible
Wembley Int Soccer	Audiogenic	Not Compatible
Whale's Voyage	Flair	Okay
Wild Cup Soccer	Millennium	Okay
Zool	Gremlin	Okay
Zool 2	Gremlin	Okay

And that's it from Zappo. If you haven't got a CD drive yet, tune in next ish when we'll be looking at a brand-new one!



BLACK GOLD

Our cosmopolitan chums at Black Legend have got an awful lot of new games on the go at the moment. Hmmm... I wonder if there are any going spare? Time to whip out the trusty begging bowl for another competition!

Black Legend. It's a great name for a software company though, isn't it. Black...Legend... Orson Welles would have said it atmospherically, Richard Burton passionately, Keanu Reeves with the emotional intensity of a turbot, but James Mason, James Mason would have said 'Black Legend' best of all, wouldn't he? Like a velvet dagger slipping politely into kidney. You know what I think of when I hear the words, 'Black Legend'? I think of something evil, something with what I believe writers of fantasy novels call, 'a dark purpose'. A thing with no name, neither man, nor beast, with eyes like radioactive rosehips and an rustling, indeterminate shape. Like a rude word dwindling in the vestry, or a malevolent trump hissing spitefully under the bed-clothes. Not nice things no, precious. Not a pickled onion, no.

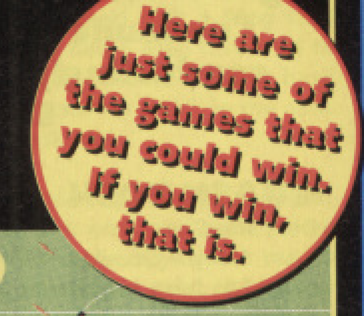
Black Legend. A dark name for dark deeds, then. Well, no actually readers, it isn't. Black Legend is hereby officially great and nice, 'cos you know what the company with the sinister name has only gone and done don't, you? It's only gone and given us loads of games to give away, that's all! Loads. So let's see, the first five names out of the spooky Victorian Black Legend Topper will win... ooh at least seven games each.

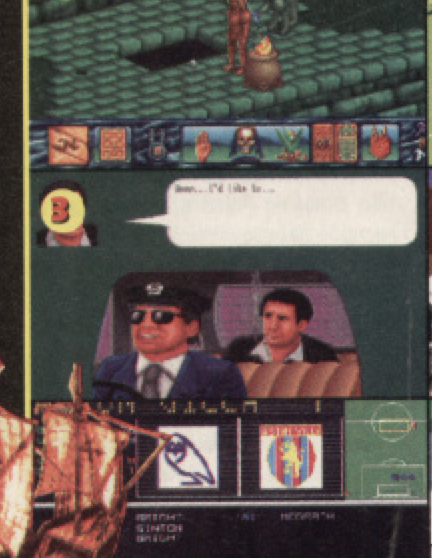
That's loads, isn't it? Yes that's SEVEN games. Each. Worth over 200 of your earth pounds! Really, we spoil you. Just answer the following sort of Black Legend related-ish questions and send them to: Black is black, I want my baby back, *The One*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Do not forget to indicate which Amiga you have as some games are available in both A1200 and A5/600 versions. Oh and need I say that the Editor's decision is final? Yes apparently I do. It

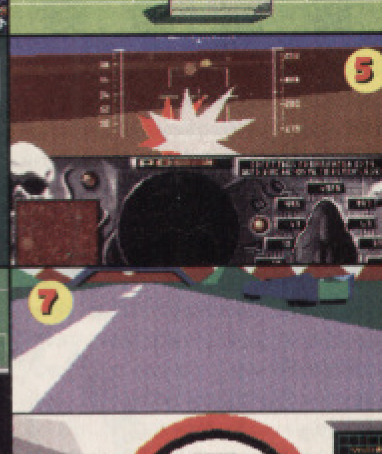
WIN! £200 WORTH OF BLACK LEGEND GAMES!

POT BLACK

1) Tower of Souls
2) Football Glory
3) The Clue
4) Voyages of Discovery
5) Embryo
6) Tactical Manager 2
7) Leading Lap







1 Which of the following could be said to have a Black Legend?
- a) Blackbeard the Pirate ❑
- b) Charlotte Rampling ❑
- c) Darren Anderton ❑

2 Which Spectrum character was the subject of a Black Legend?
- a) Captain Blue ❑
- b) Captain Ochre ❑
- c) Captain Black ❑

3 Which famous horse featured in a Black Legend for children?
- a) Black Beauty ❑
- b) Red Rum ❑
- c) Margaret Beckett ❑

4 When was the Black Death of infamous legend (clever, eh?)
- a) Last Thursday week ❑
- b) 1348 ❑
- c) The first Sunday after Epiphany ❑

5 When would you wear a black tie?
- a) At breakfast ❑
- b) At a funeral ❑
- c) At Villa Park ❑

Name: ....

Address: ....

Letters

Always, you are asking me these questions at the end of long and rambling letters, making it completely difficult for me to be making an especial 'Questions' space/page/ghetto. STOP IT! All you will be getting then is pages of letters with questionings at the endings. Which is not the idea at all. Commune with us in Cyberspace at theone@cix.compulink.co.uk or via the comfortingly solid traditional media at The One, Letters, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

QUASH TOSH

Dear *The One*,

I am Joseph Quashie, 16 years old, 17 in June. I have sent you a sample of my writing, please read it and if it's good enough get in touch. The article starts on the second page.

I think you should employ me as a reviewer or columnist because I feel I can represent the voice of the teenager which has not really been allowed to speak. Before I wrote, myself and my neighbour often thought that some of the reviewers in magazines were a bit daft and didn't really know what they were talking about when it came to games and related material, so I wrote this in the hope of getting the chance to air our views.

Currently I am at college, studying for a National Diploma In Engineering. So you can see I am not really looking to become a journalist or earn a lot of money. What I am hoping to achieve is something constructive to do between studying. I'm not saying I don't want any payment but we can't have everything can we now? My credentials are, I have a double B grade in English, literature and language and Bs in Maths and Science also. I have a great interest in the Amiga/Computer Society.

J. Quashie
Acton

Dear Joseph Quashie,
I am not Joseph Quashie, 16 years old, 17 in June, and I have stepped in more literate piles of doggy-do. My credentials are that I have read your article, a few extracts of which I reprint below for our readers' amusement and in the earnest hope that you will for ever be denied gainful employment or remuneration by any self-respecting publisher of works in the English Language — though your chances of appearing on the Booker Prize shortlist must remain fair to middling.

There now follows a series of hilarious excerpts from 'What Magazines are for', by Joseph Quashie.

1) "...A bicycle can only do one thing, a rubber duck again can only do one thing, but a magazine!, an invaluable product in today's society..."

2) "...[a magazine is] "My way of keeping up with the ever increasing amount of products available for my reliable Amiga 1200, and a cheap way of seeing what a product is actually up to before I go and blow the twenty-five quid that my generous brother has just given to me."

3) "And who was it who came to the rescue when you broke that glass and when you spilt that drink all over the kitchen lino. Yes, it's true the magazine is one of the most important, well, useful things that man has been intelligent enough to invent."

4) "This is what putting pen to paper is about, saying what has to be said and specialist magazines do this, I feel, rather well."

GIT OF THE MONTH

PC TURNCOAT

Dear *The One*,

Methinks I've made a big mistake. Many moons ago, a small boy is allowed to play *Elite* on his friend's BBC computer. He becomes hooked. Unable to afford said machine, he buys its lesser sibling, an Acorn Electron, (go on, snigger). He immerses himself in the world of text-only adventures, ploughing through all the Adventuresoft and Questprobe games. He receives numerous mentions in *C&VG*'s hallowed 'adventure helpline' pages (where are you now, Keith Campbell?!).

But the boy is still not satisfied. Images of a chunky brown 'super computer' appear in his dreams. It's a Commodore 64. The young lad sells his trusty Electron (blub!) and joins the ranks of the computing elite.

Ah, those were the days! *Commodore User*!, *Zzap! 64*! More *C&VG* mentions! Text adventures with graphic stills!! Mike Pattenden, Julian Rignall, Gary Penn... Our Hero even visits the offices of *Zzap!* for the 'Scorelord's Challenge' and mercilessly trounces snivelling staff-writer Paul Glancey at *Cybernoid*. Huzzah!

But what's this, an Amiga? Our boy must have one. But now times are hard, the recession hits and the lad must have a car to get chicks. And so, he steps into a computerless wilderness for five years. But one word keeps appearing in his mind — AMIGA! AMIGA! AMIGA! and the lad knows his life will never be complete until he gets his hands on that wonderful machine, with its exquisite graphics and sound.

April 1994. The boy has become a man. He has a well paid job for which he has to wear a funny hat and 'nick' people, and at last after five long years slavering he finally acquires the revered A1200 and his life is complete. And what happens?

Commodore goes bust. Sensible and other software producers say that they are no longer supporting the Amiga. The industry in general seem to think that the Amiga may well be on its last legs. Bugger.

Yes, that boy is me. And I'm cheesed off. So I'm off to Dixons to get my hands on a PC and CD-ROM. *Rebel Assault*, here I come! Yours with a fond farewell, and all my love to Matt.

MG Thomas
Caerphilly

PS. Will still read your mag for the 'Fancy League' results. Spank your Monkey Utd for The Cup!

You swine, MG! Desert us in the hour of our greatest need, would you? Thou varlet, thou scrip of Lackey moth a-flutterin' around the gutterin' blue lamp of naughty shame. 'PC PC', is it? Ha! — I gob on your epaulettes, I break wind loudly and fruitily, over your sleeping face. No, but seriously, I hate you, MG because you spray us with the slurry of perfect rectitude. Heads slung low with grief, we trudge like ghosts through the mire, the stench of rotting games eking from the stagnation like the very taint of death. Thanks ever-so much for ramming home the ball marked with the logo of our inevitable demise, Constable Gloater. Et tu, Brute.

O' but how we shall miss you, MG — cos you do pen a pretty tale, don't you middear. But then I s'pose you get plenty of practice, what with taking down all those lovely statements Aha-ha-ha! "Farewell, Little Pig," said the Big-Bad Wolf, smiling oh-so sweetly. "Farewell!" (Waves spotted-hanky up and down like an imbecile.). The End. Probably.

SWOS STICKER

Dear *The One*,

Although it might be a bit late to jump on the 'flaws in *SWOS*' bandwagon, I feel that everyone seems to be overlooking the greatest flaw.

I read with a great amount of interest the numerous minor gripes people came up with and agreed with every one, but, John Hare, where is the much-fabled 'national manager's job', the very reward for 20(!) seasons of toil? No amount of updating can make up for what I consider to be the greatest loss to *SWOS* and I am sure that many more readers will agree. Can we hope for a sequel?

W Shephard
Malvern.

'Little Bo Peep has lost her sheep', but that's not strictly relevant is it, W, me old mate? The answer to your question is a rollicking 'No!' There are complex reasons which are far too complicated to go into here, but suffice it to say that including the feature you want in SWOS would be just too arse-scratchingly complicated for words. A bit like: a(b+c) x 500 = ?. See, it's a problem with an answer, but at the end of the day, it doesn't really mean anything, does it? Nice thought though. Down Shep!

CURRIE SAUCE

Dear *The One*,

For over a year now I have been out of the gaming scene — I got sort of distracted by girls. Anyway, now I'm back into something far less expensive, my humble Amiga! Just like certain brand of cereal, I'd forgotten how good it was. My first initial thought was about your mag, by far still the best all-round Amiga mag on the market, so keep up the good work on that front. In fact it's so good, I want to subscribe (and hopefully receive a nice item of software thrown in, to boot). Is this offer a thing of the past, am I living in the Dark Ages? I can still remember when Eric Cantona used to kick a football, now it's everything but! Please help this out-of- sorts, lost soul.

Mark Currie
Kidderminster

PS. Any plans for *On The Ball 2*? What a game!

Dumped you has she, Mark? Like a woman who is sick and tired of being embarrassed in public by your dire attempts to be jocular. Hardly any of your letter makes any sense whatsoever, but, Mark, I am delighted to be able to reveal that the free software offer has (temporarily) been withdrawn. Which is no bad thing, if the only response to our generosity is incoherent gits like you rabbiting on about Cantona and repeating yourself like a mad spring onion. Spring onion. The answer to your OTB query, is 'I don't think so'. That'll be £47.40 for the subscription, and another 50p for this insult, Mr Currie. Motors. Nice people to do business. With.

GONE FISHING

Dear *The One*,

Can you please help me with this problem? My son is a keen fisherman and also a computer fanatic. Do you remember *Jack Charlton's Fishing* on the Spectrum? Could you tell me if there are any fishing games or PD disks around, so that I can keep my son in a nice warm house instead of catching a cold down by the river? He's got an A500 with a 1Mb upgrade.

A Pearson
Bedford

Yes, fishing can be a terrible problem can't it Mr Pearson? Hake my advice and don't harpoon too much to your son about catching cold as the dace will soon be both long and warm. I'm a-fried we all floundered about a bit trying to think of a sole fishing game for the Amiga, and could only come up with Gulp. Which isn't really what you mean, is it? I suppose that Subwar has a few piscatorial moments, whale the adventures of James Pond always stickleback in my mind as featuring, er... at least one fish. Here's a ray of hope for you, though, I hear that crack EC commissioners are soon to ban fishing altogether, so your son will be able to spend all his time stuck at home in his bedroom playing sad computer games. Hurrah!

THEME'S LIKE A NICE BOY

Dear *The One*,

This letter may come as a bit of a surprise to you, mainly because of the subject matter. I was reading the April issue of your amusing magazine when I came (er... I didn't mean it like that) upon your article on the CD32 version of *Theme Park*. You said that some other versions had some, shall we say, flaws in them. Well I was curious to know if anyone else out there had encountered the same problems as me?

When *Theme Park* first came out I rushed straight to the shops to buy my copy, and was thrilled with what is really, by all accounts, one of the best simulations on the market. My major gripe with it was that when you did eventually manage to build up your 'Park' without going bust, the screen update was so slow that I had watched three episodes of *The X-files* by the time the cursor had got to where I wanted it to be. Also, the fact that it doesn't say anywhere on the outside of the box that you need 2.5 Meg to run the bloody thing off the hard drive — boy was my life shattered for 15 minutes or so.

Well, I thought as I do a lot of animations on my computer anyway, that I had better buy some extra memory. So, having fought to get my recently acquired 2 Meg Hawk board, with 40MHz FPV into my A1200, I hastily installed *Theme Park* onto my hard drive and began playing with a new lease of life.

Well spin my nipple-nuts and send me to Alaska if the bloody thing didn't crash. Bad luck, I thought, could have just been unlucky, give it another go. So I did — and guess what, another crash. And another crash. And another etc. etc. Well, I thought, this is not on; too late to take the thing back to the shops for an exchange — I know, I'll ring Bullfrog for some words of wisdom. And what did I get? Either a constantly ringing phone with no reply, or some woman who doesn't know her arse from her elbow and was about as much help as a Black Russian codpiece.

Hence, I am babbling to you. As you are always spouting that you are the best Amiga Mag in the newsagents, I thought you may be able to help me. Are there any compatibility problems between *Theme Park* and my Hawk Board, or I have I just got hold of a bum copy? Can you spur Bullfrog into a frenzied burst of illumination, or is this another case of developers not giving a toss about software buyers once you've bought their product. I would be most grateful, to the point of buying you a jar of Theakeston's Old Peculiar from a great pub called Ye Olde White Hart in Hull, if ever you were unfortunate enough to float by this way. Yours waiting for a minor miracle, an avid *STTNG* and *DS9 fan*.

Sean Martin
Hull

PS. Why didn't Team 17 tell us that you need half a Meg chip RAM and half a Meg fast RAM to run *Tower Assault* on your hard drive? Deserves a kick in the cods if you ask me!

Sean, porn, pudding and pie, kissed the girls and made them die, when the boys came out to play, Mr Martin rang the wrong bloody phone number. If you look at your manual, you will see that the number to call for help with Theme Park *is the EA Helpline (that's 01753 546465) not Bullfrog. Bullfrog is a small development house, not a big publisher and doesn't (yet) run a helpline. EA passes on particularly ticklish queries to the programmers, but obviously they don't want to spend valuable game-creating time, talking to nob-heads who don't bother to read the bally manual properly. Now go away and do as you're told, or you'll be going to bed without any supper, young man! And while we're on the subject, I don't hold with poofy northern beers. Adnams Ale is the best beer ever sucked from mortal hop, or, er... barley, type stuff. And you don't need half a Meg fast RAM to run* Tower Assault *on an A1200 either. Take my advice fella, and spend a little less time in Ye Olde White Heart supping translucent gravy, and a little bit more time learning how to use your Amiga properly.*

SHAFTESBURY A VENUE ?

Dear *The One*,

The only way you can improve your magazine is to fire the idiot Andy Nuttall. Being the editor, I presume he is supposed to know something about Amiga games. In that case could you tell him that in his WiP on *Lost Eden*

he made a mistake. He stated Cryo were behind the excellent *Dune II*. WRONG! Andy, it was Westwood Studios who made *Dune II*. Cryo were behind the first *Dune* game.

Also, in your Back Issues, why is January 1994 on there twice, only with different contents? Does someone there feel that they can't let go of 1994?

Can I have a free game for showing how inferior Andy is? And no, I didn't fall for the A1(M), and please give us a demo of *Gloom* — the people deserve it.

Stephen Pellow
Shaftesbury.

Like, Jack of '& the Beanstalk' fame, you start well, Stephen, but soon fall prey to Evil. Alas, no prizes are available for pointing out that Andy is an idiot, otherwise Matt and I would be billionaires — Aha-ha-ha-ha! Your next two meows are just cheap point scoring, so I will shortly be requiring you to sod off, but before I do; only a half-sucked sherbet lemon covered in pocket-fluff would have fallen for the A1(M) story, so spotting the hoax was no big deal. Your Official Classification is now non-clever, Steve. Lastly and in no sense, leastly, we have already given you a bloody Gloom *cover demo. Stephen, you are now cleared to sod off.*

HARDER PLEASE

Dear *The One*,

I am a regular reader of your magazine and I think it is excellent. I have had no problems with your cover disks in the past, but your latest disks I found to be a bit of a problem. *Flight of The Amazon Queen* was a bit too easy. I completed it in 10 minutes on my first go. If you decide to release more graphic adventures on your magazine, make sure they are a bit harder please.

Also, *X-Fighter* displays an *Amos* window when you take out the disk while the game is loading, but why won't it run on any *Amos* program? The game is not called *X-Fighter*, it is in fact *Mad Fighters*. Why was this not printed on your disk or in the magazine. Now then, I also have a few questions for you.

1). Are you planning to release a demo of *Super Streetfighter 2* on your fab magazine? If so, when?

2). Will you release other games made in *Amos*, and if so will they work through *Amos* programs?

Allan Gard
Wimbledon.

Allan, you clever clogs. Completed the FATAQ demo in 10 minutes did you? You remind me of the Hare, of '& the Tortoise' notoriety, you smug git ('git' is making a bit of a come-back this ish, in case you hadn't noticed readers). But after all, it was only a demo, not the full game, so don't be offended if I suggest that next time you feel quite so clever, you shave your armpits and shove that grotesquely swollen head of yours into an upturned chamberpot. So that when you make a fool of yourself people will just think you are mad instead of unbelievably smug and gittish. For your elucidation, X-Fighter, *which is a development of* Mad Fighter *as we revealed in last month's WiP, is written mostly in* Amos *but also something else Andy just told me but which for the life of me I can't remember. That's why it won't run. The answers to your other questions are: 1). Next month, as grovelingly explained elsewhere and, 2). No idea matey.*

A DOG WRITES

Dear *The One*,

Hi there! The coolest of them all is back, with more speling mistaks and gramatical bishs then ever before! I'm new to the Amiga, I only got mine at Christmas and have read your mag since then. Before that I had a BBC and hope you agree that they are sad, sad, sad, (except for *Elite* and *Exile*).

I am writing about a game I thought up called 'Cat Splatter'. The idea is basically to kill as many cats as possible while driving a coal lorry. You could have loads of views including 3D and one from the intended victim. Oh for a brilliant crimson screen with pieces of, er... I'd better not go into detail. The big phrase could be, "If you like a lot of cat's bits on your bonnet, play this game!" There will be loads of blood and gore! Oh no! Game ratings! 18 Certificates! Censored!

Daniel Berkeley
Windlesham

I wonder, 'Dan' if you are, as you claim, an 11 year-old boy from Surrey, or, as I suspect is more likely, a certain Irish Water Spaniel of my acquaintance also known as 'Danny Boy' who behaves like an absolute poppet until some poor bloody cat ambles along the windowsill, whereupon, old flop-ears turns into a snarling, slobbering fiend like something nameless from the deepest pit in the Rhondda. Either way boy, you are absolutely barking and even now, three men in white coats are hurrying through the ripening corn, one of them fumbling at the tan leather straps of a straight-jacket. His name is Clive.

A NICE GERMAN! NO REALLY!

Hi Guys!

Erm... wait a minute... oh no... Why the hell didn't I see that you'd gone electronic half-an-hour ago? Gnaargh! I've waited ages for you to get an E-Mail address, and as soon as I decide to write to you in a more traditional way, you get one! I try writing very much, OK?

First of all: Yes you are the best Amiga magazine in the entire Universe, although it's not very easy at all to get a copy of your extraordinary paper down here in good ol' Germany. Ha, no way mateys! Yes, I really love going to Maastricht NL to buy my exemplar there!

Secondly: Because of being a rather nice guy, I want to correct one thing. You always tell your poor, poor readers that there is no CD-ROM drive for the A600, but actually, there is one, namely the Overdrive (for instance). Well you can't use the CD32 soft of course, but you can get loads and loads of Pics, PD modules and other stuff for a bargain price, so cheer up Kevin from Caterham!

Thirdly: Speaking of AGA stuff reminds me of something — I've got brill news for all Amiga freaks that own an old amiga with a graphics card, such as the great *Picasso II*. The good news is that you can play AGA games like *Sim City 2000* on your system. Of course you still need 4Mb and a hard drive, but the only other thing you need is some sort of screen promoter to let the graphic card do the display. You see, the only thing *Sim City* wants is a 256 colour screen and a *Picasso* really laughs at 256 colours. A friend and I had terrible fun playing it on his A2000, *Picasso II* 040CPU. Who said this game is slow! It should be possible to run other AGA-only games programmed in a system conform way (eg. *Theme Park*). Just have your own tries!

Hmmm... I'm sure there was something else. Yep, I am a member of The Amiga Taskforce, a legal (!) group of devoted Amiga freaks and we are still looking for even more members. Some British guys would be great! So, come on, contact us, no matter what you do with your Amiga, our group is based on pure friendship, every Amiga fan is welcome.

I really hope that you do not make me git of the month, because of all the mistakes I probably made., See I am a German, and I did my very best. Cheerio

Jeorg Dahmen
Munich (probably)

PS. What's wrong with Jo's Haircut. I think she does look like a girl — but as a matter of a fact so does Harry...

Großen letter, mate. No, richtig! Just haven't the foggiest what you're on about most of the time, chum. An A2000? Crikey! By the way. Achtung! Mein Spiegelei felt auf dem Boden. AND HOW MANY MORE TIMES MUST I TELL YOU SHOWER THAT I'VE HAD MY SODDING HAIR CUT! DUMKOPFS!

HEADBANGER WITH CHEESE

Dear *The One*,

Up until now I haven't felt it necessary to write to my least favourite Amiga Magazine, well actually, I couldn't be arsed. Anyway, after reading the 'Letters Special' in the April issue, I found myself repeatedly slamming my head in the fridge because of those spanners moaning about *SWOS*. There now follows a complete slating of everyone involved. What the hell is wrong with Daniel Hammond? Who gives a poo about Blackburn's new home kit? It's still blue and white, isn't it? I'd also like to point out that a physio makes absolutely no difference to the game play, and in fact would get very annoying. Have you ever played *Kick-Off 2*?

And F. Ahmed says that it's impossible to tell which players are good 'apart from using skills on the transfer market and looking at their price'. Er... well then. As for UEFA being spelt wrong, I changed mine on the text editor. Oh yeah, and Ruben Sosa, £4.5 million, 71 goals — think you're good do you? I'm playing at Norwich and bought David White (Leeds Utd), for £1M and he scored 206 goals in his debut season. If com-

puter teams buy players and leave them on the bench that's their loss isn't it?

What the hell is Paul Ellison on? Why play with a South African team anyway? So you bought a German player for £650K and he was passed by an £85K defender? All that proves is that you bought a slow player. I bought Ronald de Boer from Ajax and he can't run for toffee, but he's got a damn hard shot.

And Mad Matt — it's not your very own goatee is it? Well whoever he is, he must be crap. Four-nil every time! Yes it is more difficult than *Sensi 1.1* at first, but hell, I beat Chelsea 15-0 and AC Milan 4-0 and that was with your bog-standard Norwich. I wouldn't worry about the lack of a multi-player option in career mode, I doubt if you've got any friends anyway. And here's the biggest flaw in your letter. Impossible goalkeepers? Excuse me, where?

Why doesn't everyone stop moaning about *SWOS*? It is by far the best football game on the Amiga, maybe the best game on the Amiga. I think Sensible deserve a good pat on the back for making such a good game and I take off my hat to them (even though I don't wear one) for bringing out an update disk, you can't say fairer than that.

Marek Walford
Fakenham (Crappy little town near Norwich)

It's great to get a letter from somebody who is really very angry. We like a fella that really gets stuck in. Well done, Marek, you bugger, even if we think you are being a little over-generous with your favours. The fact is that the original SWOS *was a tad bugged and Sensi are only doing the decent thing in providing a free update. Nevertheless, we all agree that Sensi is probably the best game ever on the Amiga. Did I remember to say probably? Yes. Good. By the way, I reckon your success at SWOS may have something to do with the fact that Mr. Hare is himself a well known fancier of the Canaries. See you in the Endsleigh League next season mate, sob. I am coming for you now, Doug Ellis.*

GEEZER OF OZ

Dear *The One*,

I have been buying your magazine for about two-and-a-half years now and I've never come across a faulty disk. Until I bought your February edition with *Shadow Fighter*. When I booted up the game in my trusty Amiga 500 with 1 meg. Then what do you know, the title comes up and a few seconds after loading had finished, BZZZZZZ, glitch, crackle, beeeep. I was doomed, until I realised that you can send your disk to Diskxpress to be fixed. But I live in Australia, and to get my disk back would take 2-3 months! I hate getting my mag two months after it's published. And I'll have to wait two months for an answer to my questions. What a 'dread' (eh? — Everyone.).

Oh and have you seen *Star Trek Generations*? It's fantastic! So, now for my questions.

1). Are the rumours true about *Flashback 2*?
2). Why is it, when I got to the end of *Tower Assault* the end screen was utterly boring, with no animated sequences. No doubt the CD32 version was yummy with rendered 3D visuals. Maybe Team 17 don't care about A500 owners? I could do better on *Q-Basic* er... maybe not. Still it was the best of the *Alien Breeds*. Is there going to be another?
3). Is the Amiga really going to die? Or will Commodore get taken over?
4). Did *Shadow Fighter* crash because my Amiga version is 1.3 and are there any ways I can upgrade to 2.04 or something?
5). Are the developers of *Elfmania* going to make any more pretty games?
6). Are Megadrive joypads compatible with the A500?
7). Are either *Chaos Engine 2* or *Pinball Illusions* coming on the A500?
8). What would you recommend, an A1200 or a CD32?
9). Any chance of *Turrican 4*?

Your mag is great, and keep up the good work.

Mr Spooky
Ballarat, Australia.

My what a lot of questions, Mr Spooky. Still, as you live in a far-off land where big white bird still fly in sky, I shall be indulgent. Sorry about the postage, that's the postage for you. By the way, mate, have you seen that Rolf Harris public service ad urging parents to teach their children to swim? Crap, isn't it? Now for your especially time-lagged answers.
1). No.
2). Team 17's Alan Bunker says that there is a simple end sequence on the A500 version, which proves they could be bothered, and no, there won't be a ABIV *but there will be a 3D!*
3.) See page 12.
4). Some A500s have had one or two probs with the demo, which frankly, is a bit of a mystery.
5). Yes, Terramarque is producing a game called DID*, allegedly, though no publisher has signed it yet. So who knows?*
6). As far as we know, yes.
7). Yes, and No, respectively.
8). A1200 probably.
9). No.

HA-DO-KEN? VERY WELL THANKYOU...

Dear *The One*,

So, Matt reckons he's a bit tasty at *Streetfighter II* on the old plastic box commonly known as the Snes? Well, if he's that good, why doesn't he invite me down to Emap Towers and I'll give him a right good hiding — can't say fairer than that now, can I? I'll show him what a cross-up, five-hit, fierce, master combo is. I bet he's already crying his eyes out and pooing his pants.

And as for *Super Streetfighter II* on the Amiga... Sure, I don't think. Why does an obviously talented team of programmers (because we all enjoyed *Mr Blobby*) waste its time trying to convert this game when the result will be too slow (arcade speed is too slow — that's why we got *Super Streetfighter II Turbo*) and nowhere near as playable as the original arcade and console versions? I wish they would concentrate on producing quality, original products in the same manner as Team 17, Sensible Software and Digital Illusions (because *Pinball Illusions* was superb — if only they could fix the high-score table bug.) Many Ha-do-kens.

Matron Mark Robins
Welwyn Garden City

PS. Start practising Matt!

Consistency, consistency, Cock-Robins, that's what you must learn if you are to take us on. It's no good throwing down your gage at the horny feet of the freshly-shorn Laird of Updownfireshire if you can't argue a decent case either for or against the conversion of games from one format to another. I have some sympathy with your feelings about the time wasted converting some games to unsuitable formats, but, hey, Amiga users wouldn't have been able to enjoy the likes of Theme Park, Mortal Kombat II, Bubble Bobble, Aladdin, Jungle/Desert Strike, Micro Machines *and er... some others as well, (Andy is too busy writing for the national press to find me a 'window' in his oh-so-valuable greenhouse.) And by, the way, Celebs like us simply don't mix with the hoi-polloi, particularly when they have the same Expert Player's Guide. So Matt says, and I quote: "Bog off, Sad-boy". What wit!*

IT'S A CRUE L. WORLD, SON

Dear *The One*,

I am writing to you to object to the way that you treated David L. Brooks' 'idea' about being only one player on the pitch in a football game (April, Letters). Obviously he was wrong to say that *Sensi* is crap — indeed he should be taken out into the street and shot for suggesting such a thing — but his 'idea' was a good one.

You may wonder why I keep writing 'idea' like that. Well, those of you with reasonable memories will remember *Player Manager*. It was a management game based on *Kick-Off*. In it you played as only *one* player and it was brilliant! I think *SWOS* should give us this option to keep the many *Player Manager* fans happy.

Sorry to moan, it's just that I think you treated David unfairly. Your magazine is brilliant, otherwise. Keep up the good work.

Matthew Sharples
Lewes

Of course we treated 'Brooko' unfairly. What do you think this is laddy, Progressive Scouting for Girls*? Anybody who signs a letter 'David L. Brooks' can clear off to the US of A., at once! The inclusion of an initial when writing one's name, in the hope of making yourself appear more important/old/wise etc., is a typically childish piece of inverted transatlantic snobbery. Having no culture, traditions or history to speak of, Amer E. Cans bisect themselves with an initial and a full stop in a tragi-comic attempt at self-aggrandisement — as if spacing ones name out a bit can create the illusion of Her. E. Tage, or dynastic chic. Either that or they've simply run out of forenames. What was your point again, Matthew? I'm sure it was an excellent one...*



a cup of tea with AUDIOGENIC

That's my dad, that is!

Handsome brute!



The people of Audiogenic, taking time off for a well-earned break in the sun. Yesterday.

Audiogenic enjoys something of a mixed reputation. Mention the name during the course of a romantic fish supper, and friends are likely to excuse themselves, citing a pressing tiling assignment or claiming that there is a stile somewhere in Rutland that they have yet to vault over, gaily. Why, then, should the perilously cumbersome Andy Nuttall be about to invite Audiogenic over for a cup of tea? Read on, MacDuff.

Audiogenic. A curious choice of company to have 'a cup of tea with...' you might be thinking, and in some ways you may be right. As a company which is over 10 years old, it's not exactly one of the biggest players in the games industry — and in fact, you'd be forgiven for occasionally forgetting that it exists. But, it still has lots of Amiga games under development (so have many other companies Andy, you goon. — Haz.) and so it should rightly take place alongside others in our magazine.

Plus, I don't remember seeing a single interview with the company in any mag, so perhaps it's about time. Peter Calver, the company's MD, joins me for a chin and, perhaps, a wag or two, over a large pot of tea and a plate stacked to the rim with Peek Freans Chocolate Assortment.

Audiogenic set up shop in 1979 as a tape duplication company — hence the 'audio' bit, see? Copying tapes for the then-popular Commodore PET, it eventually expanded into game distribution in 1981. Peter joined at about this time, when the company had moved its attentions towards the ViC-20. Importing games from the US, Audiogenic sold them over here for between six and eight pounds — and discovered a potentially massive market. However, it was only on a recent visit to America that he realised just why:

"I visited a department store over there during some free time," he says, spooning an inordinate amount of sugar into his cup, "and some of the ViC-20 games were selling for as much as 60 dollars! The store had left the original prices on them, you see. Is this plain or milk chocolate?"

'Plain.'

Audiogenic's first encounter with publishing occurred with *Graham Gooch's Cricket* on the Commodore 64, acquiring the licence to the amiably-moustachioed cricketer while the industry was still young. This was to prove lucrative in years to come, because Audiogenic still owns the licence to the Essexmeister, and — some of you may have noticed — there have been several 'versions' of the game on the Amiga.

In fact, Amiga historians may like to note that the Amigafied *Goochie's Cricket* originally appeared as a coverdisk on this very magazine back in 1991, although the finished game wasn't released until May 1993. Several further versions later, and Audiogenic is preparing yet another Goochular release. Is there no stopping the man?

"Since doing the Amiga game, the programmer has done *Brian Lara Cricket* for Codemasters," Peter says, blowing gently across his cup and rippling the surface of the tea, rather charmingly. "Because he programmed that on the Mega Drive, he's learned a few new techniques — and he'll be incorporating them into the next cricket game." In-between slurps he describes the new game, which we'll be previewing soon. The plan is for it to look much the same, by Peter's account, but play rather differently — not exactly reversing the trend for most 'updates', but at least tweaking it to one side.

Graham Gooch's Cricket, as it happens, boasts sales of over 40,000 Amiga copies, vastly outselling the PC version. Considering the usual popularity of non-football sports games, that's an achievement — but Audiogenic thrives on markets which other companies don't even consider.

"It's often a challenge to produce something which other companies leave behind," he says, munching on a Bourbon. "We've always gone for stuff that other people drop, and sometimes that can be successful."

Of course, the other game which Audiogenic has made its own is rugby — with the now-ageing *Rugby World Cup* easily trouncing its nearest rival, the foetid *International Rugby Challenge*. Currently, the *World Cup* team are working on another update, to coincide with this year's real-life Rugby World Cup.

Peter is particularly pleased with his conversions of this sport, a game which doesn't easily lend itself to computerisation. "Rugby is difficult to produce. You only have to play EA's rugby game — which we call 'FIFA Rugby' — to see what I mean. It looks good, yeah, but it plays really badly. It's a complex game to make; football, by contrast, is simple because you can only control one player at a time. If you did that with a rugby game, the strategy element of the real game would disappear." (A bit like in Wales, then, eh, Andy — Haz.).

Ah, football. This is one area in which *The One* and Audiogenic differ. Because we're naturally disposed to the *Sensible* way of things, we dismissed the 'genic's *Wembley International Soccer* as nothing more than a shallow pretender. Plying Peter with a coconut macaroon (as a sort of peace offering), I try to find out just why a company that produces such good cricket and rugby games should come a cropper — in *The One*'s eyes, at least — in the footy arena.

"*Wembley* is more realistic to look at, I think," he offers, making short work of the biccy. "I mean, yes, perhaps *Sensi* is better from an arcade point-of-view." Many Audiogenic games have had a reputation for looking realistic, though — even as far back as *Emlyn Hughes Soccer*. Apparently one bloke wrote in saying he didn't like playing *Emlyn Hughes* on the C64, but he loved to just watch it. When Peter wrote back and told him there was an Amiga version, he went out and bought an Amiga! Just to watch it again, but with better graphics...

Amongst Peter's football-related anxieties is the 'virtual teleprinter', as seen on *Grandstand*. It's a bit like the old teleprinter, but now they've got a hi-tech version, which does the same thing — but Peter reckons they did it first.

This seems like an ideal time to ask an impertinent question. Does Audiogenic mind being stereotyped as a sports-sim company?

"It's fair to say that most of our games are sports-orientated," he agrees, draining the dregs from his cup, "There are other types, though, like *Bubble and Squeak* and *Super Loopz*.

"We've acquired an image, rather than consciously worked for it. It's easy to get a violent game noticed, but it's important to us that people can buy our games knowing that their kids can play it as well."

Something tells me that this man's been eating too many Nice biscuits...

GOD IS AN AMER

The days when you could fight your way across the globe in a wooden ship, discover a continent, exploit the hell out of it, commit genocide, and still be home in time for the British Empire are long gone. Or are they? Harry Attrill is in broadly favour of a nice bit of Colonization.

PROJECT: Colonization
PUBLISHER: MicroProse
DEVELOPER: Laurie Sinnet (producer), Scott Johnson (programming), Drew Northcott, Klaus Starke, Andrew Luckett (graphics), Alistair Brimble (music & FX) Phil McDonnell, Daniel Luton (Q&A).
INITIATED: May 1994
RELEASE: June 1995

Sid Meier's Colonization. With a 'zed' though, dear readers. I just want you to know that I have noticed, even if for the purposes of this WiP, I have to let it go. Infernal Americans. Mind you, first there was *Sid Meier's Civilization*, also featuring that 'rogue' 26th letter. I wonder if by any chance they are related? After all, as the Great Holmes said to me: 'My, dear fellow, once you have eliminated the impossible, whatever remains, however improbable, must be true.' Or something.

Colonization. 'A game of exploration, trade, diplomacy and military struggle, set against the background of discovery and development of the Americas, (it says here)... a game that is definitely not '*Civilization* II', but 'another product in the same style and product line'. Hmmm... that sounds a bit like 'exactly the same, only differenter', to me. Or, to paraphrase Tony Ford, the 'quite good' West Brom striker; "you can have any colour you like, so long as it's black, but I'll change the upholstery and bung in a free air-bag" Or was it Henry Ford? I know, I'll ask MicroProse, after all, it is the merrie men from Chipping Sodbury who will be publishing the game.







Laurie Sinnet, Software Engineering Manager, is the chap in charge, and so he should be, readers, having been responsible for the conversion of *Civilization*. So come on then Lol, mate, what's the difference?

"The mechanics of *Colonization* are quite different, though anyone who has played *Civilization* won't have any trouble finding their way around the game." Remember *Civilization*, chums? DIY Roman Empire etc. absolutely from scratch? Little map thing gradually unfolding square by square and turn by turn as your 'civilisation' grows into something huge? As I recall, you have to master everything from the discovery of writing and the invention of the wheely-bin, feed your population, master the natural sciences as well as the other... er, sciences, oh and there was trade, religion, art, politics, the complete lot all served up in a massive resources management fest with soldiering-shaped knobs on. I'm talking War. Conquest. Pillage etc. Remember? Of course you do.



A NEW GAME TO ADD MEIER?

Everyone loved *Civilization*, then, did they Laurie?

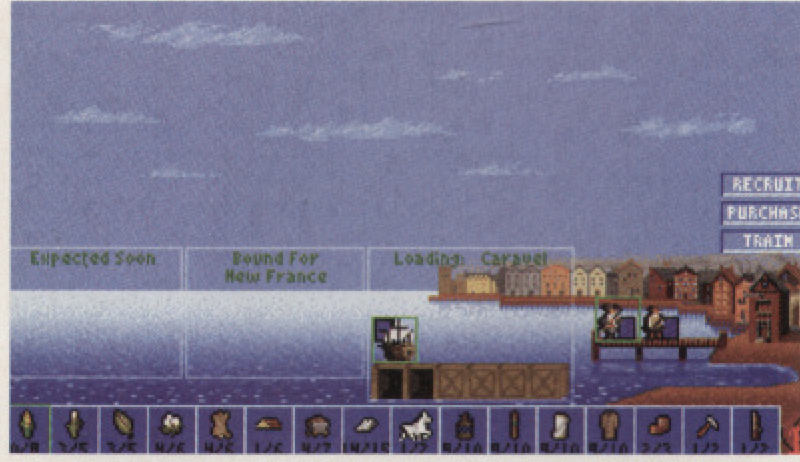
"If there was any criticism about *Civilization*, it was that it was just a straight port from the PC, rather than a proper conversion, and didn't take full advantage of the Amiga's capabilities. We converted *Civilization* from the PC in just eight weeks, whereas so far we've already been



As you can play *Colonization* as the English, Dutch, Spanish or French, I suppose this could be Whitby couldn't it. I mean Captain Cooke was born there wasn't he? (Gulp, swallow...) Or is this a colony? If I'm not very much mistaken there's some trade going on — could it be Boston, Mass? Hi! I say there! That's not tea you are about to throw into the Hudson is it?



RICAN



As you can play *Colonization* as the English, Dutch, Spanish or French, I suppose this could be Whitby couldn't it. I mean Captain Cooke was born there wasn't he? (Gulp, swallow...) Or is this a colony? If I'm not very much mistaken there's some trade going on — could it be Boston, Mass? Hi! I say there! That's not tea you are about to throw into the Hudson is it?

working on *Colonization* for about five months. We've worked very hard this time to, er... Amigerise the product.

Amigerise? Nice idea, Laurie, but what the hell does it mean? "Well for example, with *Colonization* you will be able to have all your stuff in moveable windows, just like you do in *Workbench*. What I mean is we've tried use the functionality of Amiga to the full." Oh, I see. [Balls you do, Haz! — Matt.]

> **"Sid's games have this learning curve that starts gently but just keeps going on and on"**

Inevitably, though, I suppose there have been some heavy losses for the game, in crossing from the PC to the Amiga?

"Nothing has gone from the gameplay. The intro and the outtro had to go, and we've made use of the Amiga's multi-tasking, but otherwise the the game is the same." Phew! But I bet it won't be available for for all Amigas will it? *Colonization* will be far too big and juicy, surely.

"It'll be a three disk game", explains Laurie, "but any 1Mb Amiga will be able to run it. AGA machines will run higher resolution graphics, and there's a chance that we will have a CrossDOS function, though we're still thinking about it, and might have to leave it out". Oh good. Great. CrossDOS. Er, what is that exactly Laurie? "It means you'll be able to play saved games from the PC on an Amiga". Of course it does.

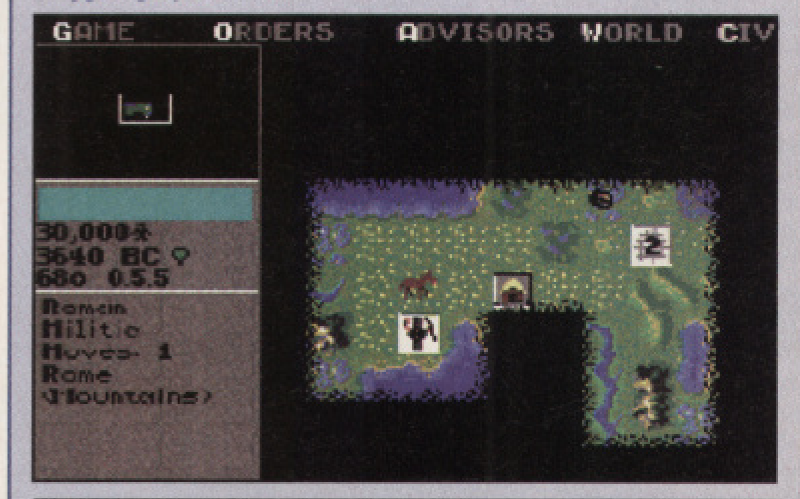
So virtually everyone will be able to play *Colonization*, but leaning Sid Meier's reputation gently to one side for a moment, why should they want to? I mean, yer turn-based strategy game is not exactly revolutionary is it? And even if the graphics look quite nice, it's not up there jostling with the space cadets at the edge of cyber-technology, now is it?

"Playstations, polygon graphics and all that stuff are all very well and good, but I say, look guys, where's the game?" And what's more Laurie, you say it with passion. But go on.

"People don't want something that looks great, costs a bomb,

NICOLE? PAPA?

It must be said, that at first, and even second glance, that there are a fair old few similarities between the two great Sid Meier Magnum Octopuses. One of these two grabs is from *Colonization*, the other from *Civilization*. Ah, but, which is which and does it really matter? After all, 'goodness doth always goodness beget' as my old Gran used to say after her 11th gin. Actually, it's not that difficult to tell, is it? *Colonization* is obviously the more sophisticated, graphically speaking at any rate. Its lineage is nevertheless immediately apparent to the connoisseur. Playstations? Polygon graphics? Pah!





In *Colonization* you will be able to choose between two scenarios, one which is geographically accurate and another in which the map is randomly generated. Which one is this, I wonder? I sort of recognise the 'Eastern Seaboard' but the 'great lakes' look a bit, well, odd. Montreal, I know, but Mark's Town? Clever readers will also note that this screenshot features the American spelling of the word ploughed. 'Plowed' — I ask you.



And this, apparently, is part of the Americas, although which bit, I don't know. A thin bit, though, I'll be bound. Perhaps the game might even stretch as far as the Gulf of Mexico — or perhaps this is, too, a piece of random map.

GOD IS AN AMERICAN

but which you can play right through in a couple of days. At MicroProse we have a reputation for producing games with a long shelf-life [what, like *Impossible Mission 2025*? Aha-ha-ha] and I think that it's important that if you're spending say, £40 on a game, that you get value for money". I couldn't agree more with you, Lol.

"You might even call that our philosophy". I've got to stop you there, Laurie. You might call that a 'philosophy', but I'm afraid I know it isn't. I recognise a bit of PR tosh when I hear it. But you reckon it'll sell okay, then, *Colonization*? Despite the fact that it's a bit, well, American? (Actually, it's quite a lot American, Haz — Andy.)

"All the indications are that there's an enormous market for this type of game at the moment. Look at the success of *Sim City* or *Theme Park*. *Colonization* is huge in The States, and there are two handbooks published already.

"I don't think it's fair to say that the game won't appeal to the UK audience, just because it's about the discovery of America. I will say that it might have been a bit more difficult to sell the game, were it not for the Sid Meier name."

There surely is a lot of competition about at the moment. *Voyages of Discovery* leaps to mind, and then there's *High Seas Trader*, which has got seafaring in it. *Sim City 2000*, that's got building a civilisation in it, (mind you, though, only about six people have got Amigas with enough memory to play it properly). Is it all coincidence, then?

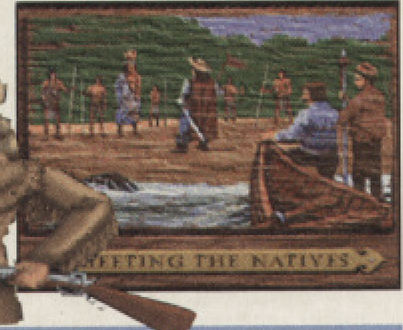
"No it's not coincidence," says Laurie, "people want gameplay, and these things tend to go in phases'." Wise words, Lollie.

> **"We've worked very hard this time to, er... Amigerise the product."**

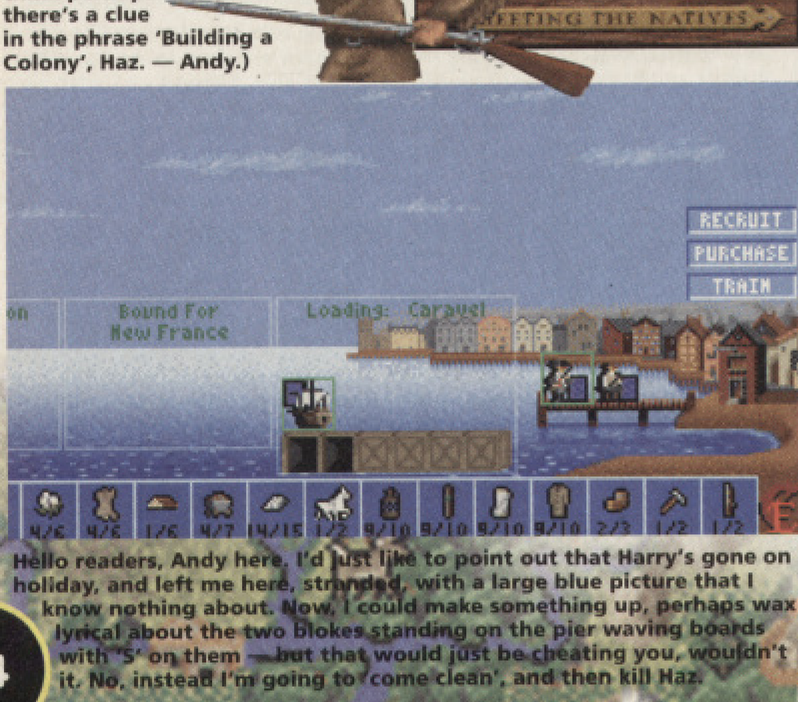
Remember when there were no decent beat-'em-ups on the Amiga? Then along came *Elfmania*, *Shadow Fighter*, *Mortal Kombat II*, *Rise of The Robots* and now *Super Street Fighter II*. Now you can't move for the bloody things. Hmmm, it's a cyclical business, methinks.



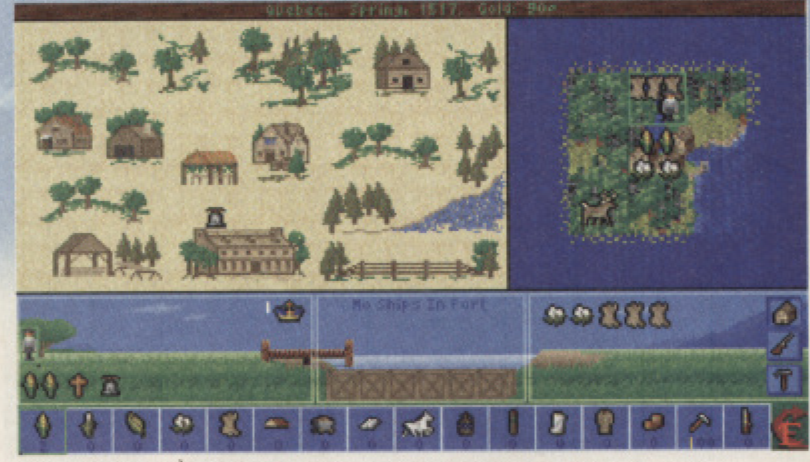




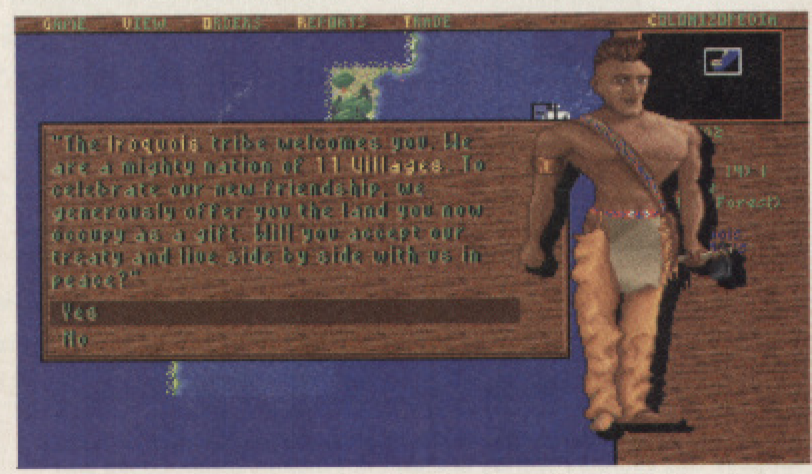
One for the ladies, this. I'll wager that barrel-chested Davy-Crocket style hunk up yonder is cutting down a tree to build a log cabin, or I'm a Dutchman. (Hmm. I think perhaps there's a clue in the phrase 'Building a Colony', Haz. — Andy.)



Hello readers, Andy here. I'd just like to point out that Harry's gone on holiday, and left me here, stranded, with a large blue picture that I know nothing about. Now, I could make something up, perhaps wax lyrical about the two blokes standing on the pier waving boards with 'S' on them — but that would just be cheating you, wouldn't it. No, instead I'm going to 'come clean', and then kill Haz.



The Amiga version of *Colonization* will make use of the famous *Workbench*-style-point and click windows interface, whatever that means. A feature which is not superbly illustrated here.



Injuns! Injuns! Confusingly, though, this chap with the Mohican haircut, is in fact an Iroquois. Still, let's hope we can be friends and bury the hatchet (doh).

DEEP IN THE MEIER

Well, I suppose we can't ignore the bugger any longer. Sid Meier: a guy with 'Success!' tattooed across his knuckles (or knackers, even. — Matt.); a man, as Shirley Bassey said, 'with the Midas touch'. A guy who is by all accounts, a bit of a gaming god.

And in the beginning there was the void and then there was *A-Train*. On the third day there was *Civilization*, and on the fourth day, Sid saw that what he had made was good and so he rested. Until now, when there is *Colonization*. But, look Laurie, what makes a Sid Meier game so bloody special? What makes him so clever? Come on, tell us.

"All Sid's games have this special quality about them. There's something in the gameplay that sort of gradually pulls you in slowly and then holds on to you," intones Laurie almost reverentially. Gradually drags you into the 'mire' as it were? Aha-ha-ha!

"Obviously, I've worked quite closely with him, and he's very down-to-earth. But he has this unique vision of what gameplay should be about. You can think that you've got it all sussed, and then suddenly you do something in the game that opens up entirely new areas. I remember looking at some early *A-Train* screens. Just a few bits of track and things. I could never have dreamed what he would turn them into.

"Sid's games have this unique learning curve that starts gently but just keeps going on and on."

So, *Colonization*, which will be out on the A1200 in early June, looks like being a pretty big game, then, if old Laurie is to be believed. And, aside from Laurie here, who do we find programming the game for the Amiga but Scott Johnson of *Hired Guns* and *UFO* fame. Can't be bad, eh? And if you've ever fancied being Cortez, Captain Cooke, Vasco de Gama or one of those explorer colonising sort of blokes, then I suggest you tune in for the review. Next month.



Jamestown


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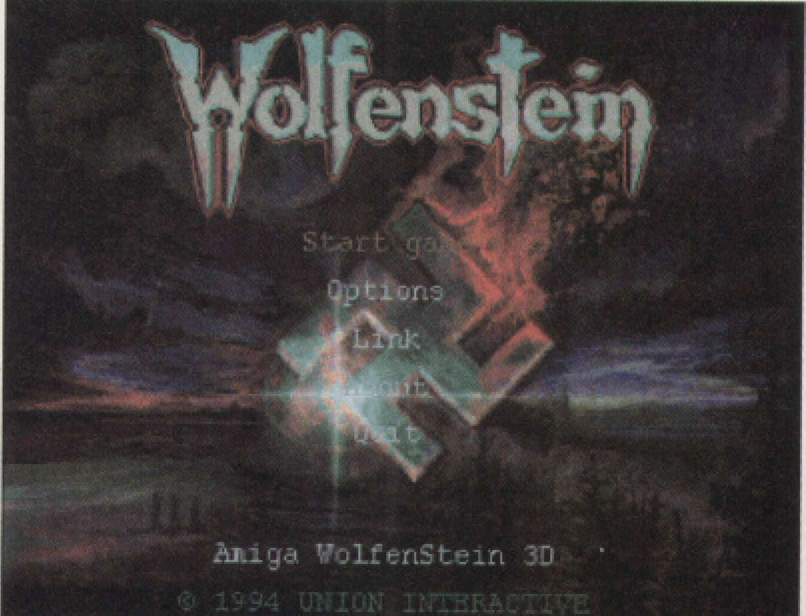
POLES APART

Come with us now, as we pack our collective bags, and board that non-stop, space-train headed for the future. Well, Poland actually, but what the hell — it certainly makes the next five pages damned interesting! Matt Broughton is first off the platform, and wants some breakfast. Now.

PROJECT: Switchworld
PUBLISHER: Black Legend
DEVELOPER: Union Interactive
INITIATED: March 1995
RELEASE: June 1995

If it be known, there's one man who must be held singularly responsible for this issue. (Aw, shucks Matt, don't. You know how embarrassed I get! — Andy.) One man who we just couldn't have made this magazine without. (Stop it. I've gone all red! — Andy) A man whose skills in communication and technical ability are second to none (gosh, how kind. — Andy) Yes, that man is Peter, from Poland. (Bullocks! What's all this about! — Andy). Indeed...

Though the foul softmint Nuttall may lead you to believe he is the cogs in our clock, the alcohol in our beer, the very haemoglobin in our blood he is, if truth be known, just a ginger git who gets in the way.



I wouldn't normally use such blatant space-filling techniques, but because *Switchworld* grabs are a bit thin on the ground as we go to press, I thought I'd let you have a look at what it might have been. *Wolfenstein* (for those of you not in the know) is an old PC game that involved lots of walking around, shooting German soldiers, and kicking dogs. It was the game that gave birth to *Doom* which, as we all know, is the reason we're seeing all of these 3D games month after month!

Now, Peter. Well, young Peter is a god. Not only is he Polish, not only do we not know his second name, not only is he one hell of a long way away, but he has supplied us with something in the region of five pages-worth of WiP this month, covering no less than three different games. Of course, it hasn't been an easy journey...

Aside from the, er... 'rather strong accent', the phone line to Peter wasn't exactly what you'd call crystal clear, in fact, to make comparisons to the general complexion of the Thames after a heavy night's storm would probably be a better starting point.

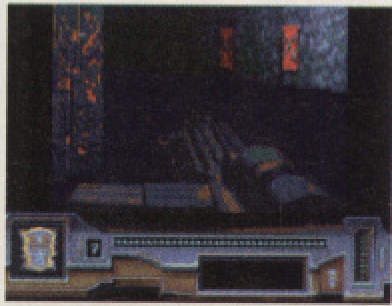
Still, having played my dictaphone loudly for three days (and wiped several pints of blood from my ear drums each time my own recorded voice screamed a question back at the fellow) I now feel confident enough to publish the results of our little tête a tête.

So, Peter — you god of a man you — tell us a bit about *Switchworld* (if my lord doesn't mind the humbling, obviously.)

"Right, well imagine *Wolfenstein* [the old PC game that spawned *Doom*] with floors and ceilings [which, as you might have guessed from the previous comment, *Wolfenstein* didn't feature] and texture mapping throughout. We've got stairs in there, and lots of graphical effects such as animated walls and doors. There are tons of sound effects, tons of spooky music — you know, just 'lots of things'."

And what of the gameplay my liege? Doth we be of an adventure-type, or an action-typey?

"It's more of a 'kill-them-all' action game," answers Peter, although on this occasion I believe he means 'shoot-em-up' (though 'kill-'em-up' does have a nice ring to it...). "But it's what they like! We also planned to do some filming for the game, you know with real actors, but I think we'll get some problems from the Germans because they're not too keen on shooting people [who do you think you are kidding Mr Hitler! — Hazza.]. So we'll proba-



No, I'm sorry. I can't do any more captions for crap shots like this. Go on Harry, you have a go...

Well! You've got it all really haven't you? A nice big gun, tons of little men to soot at, and (if I'm not very much mistaken) a nice little map in the top left of the screen. Excellent. But what exactly has happened to the bloke in the background? He appears to have been ironed out flat. Quite extraordinary!



My god! Will you look at that! Never mind all of the gorgeous officers waiting to be killed, pass me another of those sexually satisfying door panels. Look at that lintel! Feel that structure! Oh baby, you really know how to open (er, stop that. I think it's time you moved on. We don't like your sort around these here parts. — Harry.)

I'm really sorry, but not many of the grabs I've been supplied with feature any monsters! I managed to find a nice picture of a sunset hanging on this wall, but shooting it didn't do anything, so I couldn't even get a shot of that. I don't know if any of you are au fait with a PC game called *Dark Forces*, but that gun looks ever so familiar.



It's the doors, sir. They do haunt me. It started the night Uncle Edgar died... the pounding, the beating, the gnashing! Make them stop sir! Make them stop! If it wasn't for my haemorrhoids, I'd have left long before things got this bad. But now, well, I feel as though there's a bond between me and the hinges...

bly make two; a nice harmless 'children's version' and an adult version."

Peter plans to have five episodes in the game ('episode' being yet another *Doom*-ism, in this case meaning five 'worlds' each containing three or more individual levels) "...but quite big levels..." he adds.

Each episode has a different graphical style, so level one has you in the dungeons of an old castle, while the next level takes you into the hotel. Peter takes over (Luckily for us. — Andy.):

"The third is... er, well I can't remember, but the fourth one is in the woods. This has a really nice mood effect, with fog rolling all over the place. The fifth location is in the laboratory (I think)."

POLE POSITION

The project hasn't been an easy one for Peter, and apart from the obvious programming and development troubles, he's also had to beware of insulting the Germans (a technique Harry has mastered. I refer you to last issue's Next Month page — although he informs me his hatred isn't confined to Germans, he'll insult anyone for a price).

"The real problem has been with the enemies in the game. The German version has had to feature other enemies, because in the planned version the game was to be called *Wolfhund*, and be more a *Wolfenstein* clone. The problem with that though, is that the action takes place in World War 2. Of course, this means that the enemies were Germans [which, one presumes, isn't exactly a politically correct game formula, especially if your politics are, well... German really!] I think that's the reason they wanted it changed. Of course there were all kinds of dogs and things in *Wolfenstein* as well, but now there are ten different kinds on enemies. You know — lots of mutants and monsters."

Mind you, you're not exactly helpless against the gathering hordes, and have eight different weapons to play with. These are more 'traditional' weapons to the usual Zap Guns and Plasma Rifles we've become accustomed to, but I am assured there will be some "big rockets" in there somewhere!

Switchworld has had six different Polish peeps working on it, and though these 3D games aren't exactly known for their success on the Amiga, Peter is pretty pleased with the technical achievements.

"Well, I can tell you that it runs pretty fast indeed. For instance, if you have an Amiga CD32 with an SX-1 module and fast RAM, it runs very fast at full-screen; that's 320 x 192, with 2 x 2 pixels. The resolution is good, and to be honest, if anything it runs TOO fast when the floors and ceilings are missing. With just walls and objects, it runs a little bit too fast for me! For Amiga A1200 you need fast RAM, and then you can play with full-screen and it still runs with quite good speed. Though the game is currently A1200 and A400 only, we are planning to try and make versions for all Amigas eventually."

"Well, I can tell you that it runs pretty fast indeed. To be honest, if anything it runs TOO fast!"

PETER. A MAN WITH NO BOUNDARIES.

POLE OVER BEETHOVEN?

Switchworld takes up about five floppy disks-worth at the moment, but when you have this many of levels, all with different graphics, Peter thinks that's acceptable: "When you have this many levels, all with different graphics, I think that's acceptable." (God, you think you're really clever, don't you Matt? — Harry.) The demo version that we're making fits onto one disk and takes up about 600K when packed."



People still seem pretty sure that you can't do *Doom* games on the Amiga... "Yes," interrupts Peter (which isn't as easy as it sounds with this phone line!) "but that's why we decided to try. I don't think people expected so many good games like this so quickly. In honesty, the biggest problem has been getting the editor working, so that you can completely change everything, without actually changing the program. Getting the editor to do everything we wanted was the hardest bit. Also, the object handling language is a kind of mixture of 'C' and BASIC, with about 40 commands, so making a compiler for that wasn't easy."

Peter is honest, and as well as 'borrowing' ideas from *Doom*, admits to having delved into as-yet unreleased games as well!

"We got some ideas after reader your *Alien Breed 3D* WiP. We've already implemented an underwater level, and though it was quite simple to do, it looks really really nice. That's why we included it. I don't think there's anything like that in *Doom* that I've seen. There's also a fog effect — that's new."

Peter also had to approach the violent content of the game carefully — so as not to upset anyone — but the designer was rather fond of all the graphical possibilities the blood allowed! (Lots of red then? — Andy.)

"We really want to make the game look natural, but we also want to make it as much fun as possible — I know that not everybody will like this."

Rather fortunately for Peter, when they set out to produce a decent *Doom* engine for the Amiga, they ended up with two different types of game. One ended up as *Switchworld*, the other as a game called *Behind The Iron Gate*. Well, jigger me! Look what's on page 30! (Nice link, mate. Have you ever considered a career in the church? — Harry.)

EAT MY PAWN!

Gosh. Chess, eh? Not exactly a game traditionally regarded as 'exciting' I know, but soft, what light from yonder window breaks? Tis lots of wallies dressed up as chess pieces, punching each other in the face. Hmm, Matt Broughton investigates.



PROJECT: Chess Through the Ages
PUBLISHER: Black Legend
DEVELOPER: Union Interactive
INITIATED: April 1993
RELEASE: June 1995

One of the first PC games I ever saw was round my mates house some years ago, and it completely captured my imagination. It was... chess. Now stop! Before you start pointing at me and chanting "Sad git, sad git!" let me just explain that this was chess with a difference; these pieces didn't just slide gracefully across the board, they swaggered up to the other pieces and kicked their heads in! Yea, t'was *Battle Chess*.

The concept of *Battle Chess* was a popular one, and spawned a number of add-on disks, each one featuring new scenarios and specialised graphics. If you fancied a particular Chinese dynasty, there'd be a data disk for it somewhere. And now, the concept continues...

Chess Through The Ages wants to be a *Battle Chess* for the 90s. It's got rendered graphics, digitised live actors, and five 'time zones', each with its own graphical style.

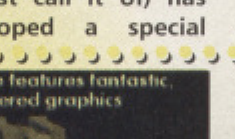
Apparently, the situation at the mo is that the chess program is finished, but the graphics er, aren't. Peter (unpronounceable Polish name), Union Interactive's programming bod, explains (and though this guy is Polish, his English puts us all to shame!)

"The filming of the live actors for the animations has just started, and these will eventually become the graphics within the game itself. It's a sort of high-end *Battle Chess* but with actors playing the pieces.

"You can play in either two or three dimensional mode. The 2D mode is just like any standard chess program — only with rendered graphics — and in 3D mode you can select from five time zones: Prehistoric, XIV Century, Napoleonic, World War 1, and Futuristic. Of course, the actors are in the proper uniform for each zone. In the Futuristic Zone there are rendered graphics only, with robots and monster pieces battling it out."

Fitting all of these animations onto the Amiga is by no means an easy task, and though Peter is fairly confident about the CD32 version making the grade, he is still a bit dubious about the floppy game.

"The idea behind the game is that when you take a piece, you're rewarded with an animation as the pieces fight. There are about three different animations for each fight (i.e. you won't always get the same 'show' when, for instance, a knight takes a bishop) so for one zone there are about 100 animations. To get all of these animations on floppy won't be easy, but I think that getting the 2D animations together — getting actors walking around the board, fighting etc. — is possible."



"The filming of the live actors for the animations has just started... it's a sort of high-end Battle Chess."

Union Interactive (hey, let's just call it UI) has developed a special player, so the accessing, retrieval and animation for all of these pieces is surprisingly fast. It's also helped that the Amiga has been the lead machine.

"Everybody wants to rush in and produce games for the PC," offers Peter, "and of course you can earn money on that format, but we are primarily Amiga based. We have produced many demos in the past, but only had full Amiga games released on the Polish market. We met Kompart last year at the Computer Expo in Germany, started talking, and here we are!"

As you would probably imagine, the animations have been the biggest problem to deal with during the development of *CTTA*, along with the general task of keeping it all under 2Mb. So, Peter, what's left to do?

"I think the only thing to really be worked on now is the intro, along with the graphics and music for the CD version. Fortunately, we have a lot of options for the music due to so many tracks being left over from *Switchworld* [more about that in a few pages, fact fans!]."

And what about all of these loverly costumes? Make them yourself at home did you, 'Mr Miracle worker', hmm?

"No, from Polish TV actually. We hired them out, and we have some filming facilities, not to mention some useful contacts." Damn! I hate clever people!





The Futuristic Zone is a particularly sexy-looking level, filled to brimming with all manner of rendered robots and murderous creations. Consider, if you will, just how groovy these little chaps will look once they start beating each other up! It'll be just like *ROTR*. Only not crap. I think these pictures speak for themselves (which is my way of saying, 'Oi! Harry! Don't be coming round here with your 'amusing' captions!').

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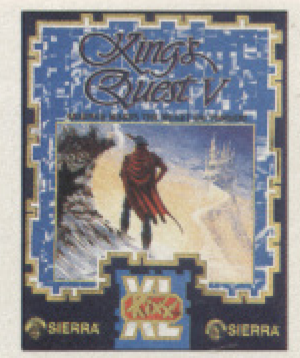
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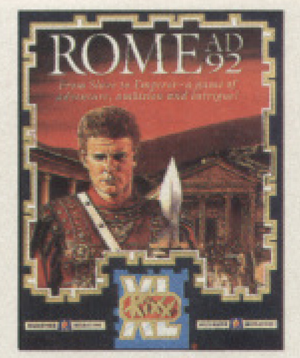
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PROJECT: Behind the Iron Gate
PUBLISHER: Black Legend
DEVELOPER: Union Interactive: Piotr Drapich (Programming), Roman Sadowski (Game design); Dariusz Zwierzynski (Graphics); Robert Koireniewski (Music/Sound FX)
INITIATED: July 1994
RELEASE: June 1995

GOIN' DA

With the last three pages full of beardless's warbling Poland-wards, Andy Nuttall reckons it's about time he had a little 'chat' with our new-found friend and, indeed, saviour, Piotr Drapich. For his company, which we like to call Poleteam for no concrete reason, has come up with the second Doom-style game this month. What a guy.

Piotr, Piotr, Piotr. Matt, you goon, you've been spelling this poor bloke's name wrong for three pages now. Mind you, the Polish Union Interactive programmer, something of a saviour for *The One* this month (providing a good five pages of Work In Progress where otherwise there would have been blank pages) does speak with a French accent — which could be confusing for the lad. But then, shouldn't it be Pierre?

Behind The Iron Gate hails, as it happens, from Behind The rusty, twisted remnants of the Iron Curtain. It's got nothing to do with that, of course — it just made an interesting comparison (cue an equally interesting put-down from Mr Attrill). No, the Iron Gate in question leads to a prison courtyard, and then to the prison itself, which has been over-run by some rather nasty robots. And, like *Switchworld* (see page 26) it's a bit like *Doom*.

"Erm... um, right, well. Errrr, it's kind of, ah, let's say, maybe not *Doom* but something... similar," Piotr finishes with a flourish. Hmmm, not exactly Mr Coherent the Grocer, this bloke. Mind you, given that my Polish extends to asking a helpful old lady "the way to the railway station, please" with the help of a rather dog-eared phrase book, I think Pete's use of the word 'Erm' is rather inspired.

"Well, first thing is that it works on the Amiga 500, and it works really fast — especially if you see the size of the screen," he says. Seemingly, *Behind the Iron Gate* works on the same size screen on the A500 as other games do on the A1200 — using nearly the full screen for the 3D bits. It's not as good-looking as something like *Alien Breed 3D*, keeping any texture-mapping (the process of adding textures to surfaces to make them look real) to a minimum to keep the overall speed of the game high.

> **"Erm... um, right, well. Errrr, it's kind of, ah, let's say, maybe..."**
> PIOTR. QUITE A NICE BLOKE, REALLY.

"You have also some textures on the walls... sometimes, and in some places," he tells us. "And also some objects. There are about 10 objects — enemy objects, and also you have got lots of big guns." Okay, so it doesn't look quite like *Doom*, but Union Interactive seems to have got *BTIG*'s priorities right.

By 'enemy objects' I assume Piotr to mean monsters. And from the look of the test screenshots around the page, quite big monsters. Robots, in fact, which were apparently trapped there for some heinous deed. "It's in a kind of dungeon, where you have to walk around and kill every robot in sight," Piotr explains. "Otherwise... ha, ha, they will kill you."

So it's a kind of Cool Hand Luke-style stir-crazy bonkers shoot-'em-up, then?

"But of course the biggest problem was with the colours," Pete says, rather snappily ignoring me and changing the subject. "It's on the Amiga 500, you see, and we can only use eight colours for



"The enemies on the screen are not the final enemies," Piotr's quick to point out. "They are just a test, so that we can play it and see how it looks with enemies — they won't be in the final version." The robots have taken over the prison, and only you stand between them and the outside world...



It doesn't look as colourful as some of the other 3D games which have appeared, but remember this is running on an A500. "That was the biggest problem," says Piotr, before pointing out that 3D games using 32 colours on the A500 are impossible.

Pete's particularly proud of the speed of *BTIG*, especially running on the slower Amigas. "It works really fast — especially if you see the size of the screen," he says, proudly. "Almost all of the screen is used, apart from small bits with the inventory." Which, through the magic of forward planning, you can see here. At the bottom.



This was, in fact, the first screen shot to arrive at *The One*'s office from Union Interactive. And, as you might expect, it was rather a surprise. However, we're still not sure what it is, despite Piotr telling us that it's a "pocket screen" of some description. We reckon it's a mistake — some kind of design sketch or other.

the objects — so all of the robots are in the same colour." Not... strictly true, as you can see from these screenshots, but I think you can get his drift.

This shoot-'em-up side of things, as Piotr keeps saying, is backed up by an adventure-y bit which makes it all a bit more taxing. But, as he's keen to point out, this ain't no Role Player.

"Hmm. Well, it's a kind of shoot them up... er, adventure. That's a good name for it. It's rather simple, not so complicated as RPGs tend to be. Because you have to walk around the dungeon, and find everything... keys and cards to open various doors, some weapons. You can also trade, after each level, in a shop; because for each killed robot you will get some money. There is a scanner, various types of gun — about 14, or maybe even more, types, from normal guns to laser pistols, grenades and rockets. And, you have a lot of things... lying around," he grins, "helmets, guns and ammunition. That kind of thing."

The thing that Piotr wants to get across, by the sound of things, is that *BTIG* is not simply a 'shoot them up', but neither is it an adventure. "Of course, the main task is to get to the highest level, but it's not simply a 'pressing the fire button' thing," he explains. "You have to think a little, and solve some simple puzzles."

"The main area of play is in a prison, with lots of robots inside. The guards were killed by these robots, and you are the hero of Special Forces who must destroy them all. You have to destroy the bump, which is on the highest level of the prison."

I'm thrown slightly by this, and just have to ask what he means by:

Me: I'm sorry... the 'bump'?

Piotr: Yes, the bump.

Me: I'm sorry, are you saying 'bump'?

Piotr: Yes, bump. Yes.

Me: Could you spell that, please?

Piotr: Well, erm... B.O.M.B.

Me: Ahaaa...

Inspector Clouseau, eat your heart out.

It's a big game, anyway, with 25 "huge" levels which get progressively more complicated. And that's the story, as the Petemeister says, in short.

But getting even a game like this, with limited textures and a small number of colours, into an A500 was quite a challenge.

"We did have some problems, especially putting the graphics inside 1Mb Amigas," Piotr says. "That was the biggest problem, but then there was the colour palette, which is very small. If you use 32 colours on the A500, the DMA slows down the computer. But, we are using a special technique to... er, shadow the walls."

Apparently, to get the texture-mapped walls moving quickly, the team has written a routine which darkens the walls that are far away — so you get an effect which makes the walls dimmer as they get more distant. "It's a special kind of pixel texture," he explains, "which makes the wall look shadowy, but... it's not."

The thing that I really wanted to know about *BTIG*, though; aside from the texture-mapping, the colours and everything else, is just how the game works. We've been 'treated' to *Death Mask*, but it seems like everything decent — like *Gloom*, *Alien Breed 3D* and *Fears* — is coming out for the A1200 only. So are the A500 owners going to get their just reward at last?

Well, yes it seems they are. For *BTIG* isn't just a flick-3D game like *Ishar* or *Death Mask*; it's smooth-scrolling, just like the best *Doom* clones — but with fewer frivolities, of course. "It moves just like *Doom*," Piotr reiterates, "you can walk around, turn around and [rather mysteriously] go to the wall as near as possible." I think he's trying to say that you can move around the whole map — not just sticking to the middle of the corridor like in *Death Mask*.

"For 500 Amigas I think it is a really good program. Because it works on A500, and its speed is very good. But of course, it's not comparable to *Doom* — not on a 486!" he laughs. "We are working on something... similar, for Amiga 1200, using the full screen. In the *Switchworld* game, we..." Sorry, Pete, have to stop you there. We already know about that one, don't we kids? Well, we do if we've read page 26, anyway.

So *BTIG*, is that full-screen? "No. You can't change the size of the screen — but it is a big screen. I think it's 320 x 200. The only thing is, you have a panel at the bottom of the screen, and one at the top; a small one. There's your pocket, and what you have in your hands. But it moves smoothly," he adds, proudly. "It's not like the *Dungeon Master*."

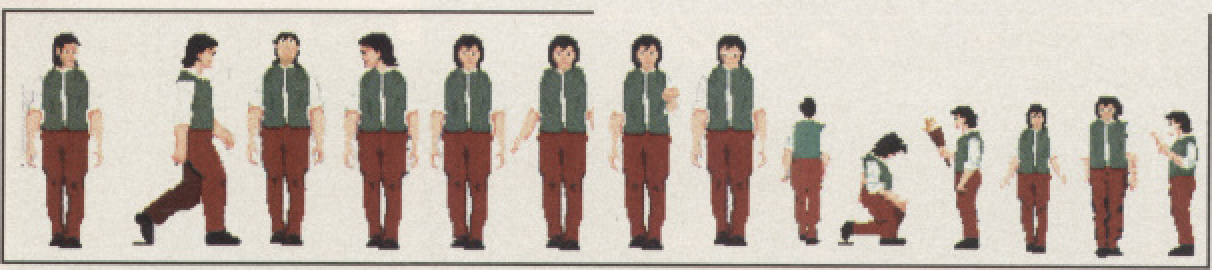


I'm glad this robot isn't going to be in the final version, or Black Legend might find itself with a few irate parents ringing them up. Wouldn't be so cock-sure of itself then, would it? If any parents are reading, then sorry — but you have to admit, it is amusing.



The limited texture-mapping is given a boost by the addition of shadows, which darken the walls as they get further away. Because this gives the machine less work to do, it can get on with more important things — like moving the enemies about quickly. As you can see, the screen is pretty large, and if what Piotr says can be believed (and what reason have we to doubt him?) it moves at a pretty fair old pace too. For an A500, I personally think it looks damned fine.





We haven't had any of these sprite screens for a while, so here — enjoy yourselves. You can also see how the sprite scaling works (the figures in the bottom right.) This is all jolly dandy, especially when it comes to walking through doors without banging your head!

LOST IN LIMBO

Gravelly-voiced Bonnie Tyler may have been lost in France, but that's nothing compared to our Matt Broughton. The silly sausage has taken the wrong turning off the M25 and ended up in Hell! Tsch! Typical.

We often get a programming team profile when putting WiPs together, but never one quite so 'in depth' as the one supplied to me by Rasputin. Not only do I now know the age and history of all the Tri-logic team, but also their star signs, favourite food, and favourite films! Still, knowledge is power, so...

The Tri-logic crew have been into adventures since the heady days of the Spectrum text puzzler, and thought they've only produced a couple of PD Amiga games in the past (anyone remember a shoot-'em-up called *Gunstar*?) *Limbo of the Lost* was actually originated on the ST. The Atari version was a mere text adventure, but still got picked up by a company called Zenobi Software. Unfortunately, just as they were about to make the game available, they went down the pan. Fortunately, the guys kept the concept and moved over to the Amiga where, because of the new graphics and capabilities, it grew.

"I've been interested in computers since the year 'dot'" explains *Limbo of the Lost*'s programmer, Steve Bovis, "right from the Spectrum to the CBM64 to the Amstrad. I've been playing, programming, and designing games for ages — especially the graphics side of it."

In the beginning, the team consisted of Steve and Tim Croucher. But after meeting music maestro, Laurence Francis, about a year ago, and asking him to do a demo music score for the promotional video, they were so impressed he joined the team 'proper'. But these guys aren't actually full-time programmers.

"No, we just do it every waking hour that we've got — every evening, all weekends, any holiday that our companies allow us. In 'real-life' Tim is a panel-beater and sprayer, while Laurence is (and you won't believe this) a full-time nanny! The dream is to carry our 'Fact-Fiction' concept on into later products. We don't just see this as a one-hit-wonder, hopefully we'll really get into the market with product."

> **"It's meant to be more a piece of entertainment software than just a game."**
> **STEVE BOVIS, LIMBO OF THE LOST'S PROGRAMMER**

BONNIE TYLER

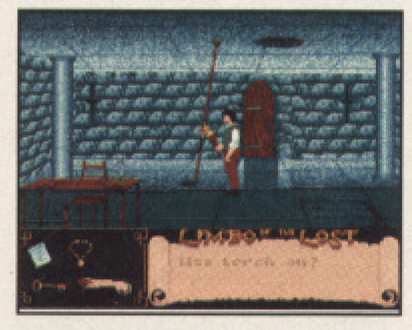
So, er... what's all this Fact-Fiction business then? Steve yodels:

"Well, it's meant to be what we call a Fact/Fiction Adventure, so there's a twenty minute intro video based upon the mystery of the Marie Celeste that occurred on the 5th of December 1872. All of the characters on the boat are completely factual, as are all of the navigational references. A lot of research has gone into it to get it at 100 percent accurate. Once the story gets to the point where the crew disappear, and the ship is found by the Dei Gratia, we then put in the fictional part of what happened to the crew."

Basically (and this is a pretty impressively developed story, so I'll condense it in the extreme) the four horsemen of the apocalypse; Death, Famine, War, and Pestilence, reside over a realm called Limbo — a sort of halfway-house between heaven and hell. Bristol, if you will.

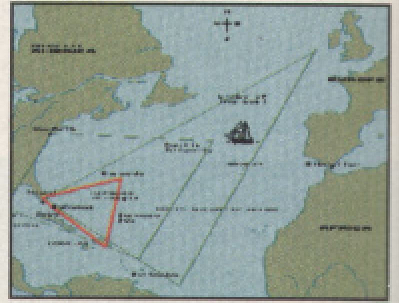
Now, there's this island that appears only every few years, and on this island is God's temple along with his book of creation (a sort of high-end Delia Smith supplement). The horsemen know about this book, but can't get to it unless a human hand touches it. In the intro, you see the Marie Celeste ground on the island, and the crew find the temple, and, yes, you've guessed it — some plonker picks up the book and breaks the enchantment that protects it. Fairly obviously, if the horsemen get hold of the book, er... well, let's just say Colonel Sander's secret recipe will be common knowledge.

Anyway, when one of the horsemen tries to grab the book, a page is torn out and later found by Captain Briggs. When he approaches the tower, he watches as the horsemen pass through a portal and vanish. The ghost of one of his crewmen then appears and begs Briggs to help release their souls. And that's where you take over. As does Steve...



As previously mentioned, all of the puzzles in *Limbo of the Lost* are nice and logical, so get rid of this nasty rope by lighting your torch and applying the naked flame to the dirty length. Take that you foul, er... rope you. Grrr.

PROJECT: Limbo of the Lost
PUBLISHER: Rasputin
DEVELOPER: Tri-logic; Steve Bovis (graphics and programming), Tim Croucher (story and sound effects), Laurence Francis (music and puzzle designs).
INITIATED: June 1994
RELEASE: December 1995



Right: Here you can see where the *Limbo of the Lost* is in relation to the Bermuda Triangle. Good job Alum Bunker isn't here, eh? (And you can read page 96 if you don't get that joke!)

"The main place where the horsemen are is this massive keep that is in the middle Limbo. You've got to make your way from the bottom lever of the tower right up to the top.

"Along the way you have to complete sub-puzzles that release your crewmen and other spirits met along the way. While your ultimate task is to confront the horsemen, beat them, and put the book back where it should be in time for when the island sinks again, thus saving everyone and, indeed, the day." Hurrah!

Considering this was originally a text adventure, how has the translation over to graphic adventure been?

"It's 100 percent better." claims Steve, "The animation that we can do on the Amiga, along with the speech possibilities, mean that we can have a much higher level of interaction than if we just had text input. The point 'n' click system is closer to what we'd envisioned when we came up with the original concept anyway. It's meant to be more a piece of entertainment software than just a game."

SCOOBIE DOO

Music and puzzle-meister, Laurence Francis supplied many of the voices for the game, including the main character, Briggs, but no-one was left out, and various members of the team's family were called upon to do their duty, duly aided by a number of reverb and distortion effects.

All of the puzzles in *Limbo* are logical; so there are no places where you need knowledge on a special subject to proceed. All the puzzles also have clues to them, as well as having a couple of ways to be solved.

"In some places there are two ways of solving the puzzles," explains Steve, "so, for instance, there's one bit where you're tied up in a cell and, if you freed a rat in level two, he appears and chews the rope. If you didn't free the rat it doesn't matter, because one of your friends will come

Just one of the stills from the attractive intro sequence. Standard Amiga owners will get a free twenty minute intro video with their copies of the game, but with any luck, the CD32 owners out there will get the whole thing, along with the game, on one CD! Gosh, fingers crossed!

along and help. You'll never get stuck — help is at hand. There are a lot of non-player-characters that help you throughout the game. We're also trying to get 'meanwhile' sequences popping up as you play the game, to give you clues about what you're likely to come across."

LITTLE BO PEEP

Because of the installation program, the team have to do the programming level by level, along with the new samples, graphics etc. Each level is a separate program, only linked through the password system.

This has proved to be an interesting project, but not one without problems...

"What we initially started out with was a hard drive specific game (because of the amount of disks) and then the CD32 came into light and we thought that CD would be a great media to hit. Having said that, the full speech will feature on the hard drive version. The biggest problem has probably been lip-syncing the speech to the animation. Every characters' lips sync-up to what they're saying — we've got an in-house system that allows us to do this. We're doing a hard drive version for the Amiga, archiving everything down so that you can play it in modular form, with each level being programmed as a sort of separate entity. Once you've completed level one, you are then given a password that allows to to play level 2. You can take level one off your hard drive altogether if you really want to make more room."

Because the hard drive version comes with a twenty minute intro video in the packaging, the team are looking at about fifteen to twenty disks, (depending upon how good their archiving is).

"With the CD32 we hope to get the whole of the video on the CD. You'll just get a menu at the start that asks whether you want to see the intro or jump straight into the game. Rasputin Software aren't too pleased about the number of floppies to be duplicated, but it is an epic adventure, and we don't want it to just come out on one format. We even offered Rasputin that we'd take a cut in royalties and payments to put the game out!"

Still, so confident are the team of *Limbo*'s content, that a sequel is already 'on the drawing board' going under the working title of '*Limbo 2: Temptations of Tarot*.' Steve explains the story.

"Because *Limbo* is based from the 5th December 1873, *Limbo 2* takes you to the same date only in 1960... er, well I can't remember the exact year now, but it's when Flight 19 disappeared into the Bermuda Triangle. You take the part of the rescue craft's pilot that also went missing. We're hoping that maybe you'll meet... [Elvis?] er, no, Briggs from the first game, and he'll act as a guiding spirit."

Excellent. Well you seem to have thought of everything, but I have to ask, you wouldn't happen to be a Gemini with brown hair, would you?

"I am!"

See, I know everything...

AIIIEEEEEE!!! I am fallen! Yes, this is what happened to the crew of the Marie Celeste (according to local sources anyway). Having entered that Bermuda Triangle thingy, Captain Briggs has fallen through a hole in the time-space continuum and entered Limbo. Cwor! It's just like *The Philadelphia Experiment*. Only without Nancy Allen. And that ugly bloke.

Hmm, not exactly too worried about the moral issues, our *Limbo of the Lost* wastes no time in getting the player into 'gore mode'. Here, the guard protecting the key is obviously a fan of football, but only appears to have a human head to kick about. Fortunately, I appear to have a severed arm in my inventory. Perhaps he'd like a game of, er... badminton. Or something.





20,000 RPM!

Vrroom vrroom, blupm blupm. Vrroom vrroom, blupm blupm. That's the sort of noise you'll get out of Matt Broughton's rather sad silver Cavalier if you push it harder than 50mph. Fortunately, Domark's next F1 release doesn't suffer from such ailments, and, if anything, actually looks quite sexy. Unlike Matt's car. Or, indeed, Matt.

PROJECT: FI: World Championship Edition
PUBLISHER: Domark
DEVELOPER: Peakstar; Andy Slater (coder), Mark Edwards and The Kremlin (graphics), Mike Ash (music and sound FX), Darren Anderson (Domark Producer)
INITIATED: April 1994
RELEASE: June 1995

Below: Hello and welcome to the split-screen awards ceremony. Look, there's *Chaos Engine 2*. Golly! *Wiz 'n' Liz* are over there. BLOODY HELL! There goes Elizabeth Hurley — now there's a nice, er... split for you. Anyway, I only put this grab here so that you could experience the two-player display for yourself, and now that it's done, I'm off for a lie down.



Gosh. Racing games, eh? You either like them, or you don't. I personally feel as though I've seen enough racing games to last me a lifetime, and with the incredible things we're seeing in the arcades these days, it seems a bit laughable to go back to any of the Lotus game for a 'quick' trundle around the 'slightly weak' landscapes on offer.

Still, they have remained one of the most popular genres on the Amiga for some while, with Domark's *F1* being the most recent hit. And, lo and behold, what's this I see a-coming up my pathway at several hundred miles an hour? Why, it's the next Domark *F1* game — *F1: World Championship Edition*. Now it must be said, the original F1 was a fairly impressive bit of programming, so how have the team approached this game? Darren Anderson, Domark's producer on this little baby, is the man with the answers:

"I think the original *F1* on the Amiga was pretty much as fast and furious as you can get, but what we've done with this one is put more detail into it — onto the tracks and side objects. There are now 3D animating objects at the trackside and stuff like that. Also, in the original *F1* game, there wasn't much attention paid to the presentation graphics, so we've done a lot more on that side of things."

> "On something like an Al200 it's phenomenally fast. Darren Anderson, Fl's producer."

One of the major priorities with the project, was to maintain the speed of the original *F1*, but still update the game as a whole. There are now 16 tracks, all of which are up-to-date, leaving the game short of the real Formula one circuit by only one (that being the new European Grand Prix track.)

NOT IN THAT COLOUR, MATE

With the emergence of all the 'Virtua' racing games, and the network-linked *Daytona Racing*, does Darren not think that perhaps this genre is a bit over-worked now?

"Hmm," hmms Darren, "I guess it is getting to the point now where there's no real new way to approach driving games. Having said that, people do like racing games — they're always going to be there. It's like with the football games; they keep getting done time and time again, but people still buy them.

"I don't think there's much more you can do with the genre, especially on machines like the Amiga [Arh! Take that back. Take that back!]. I think with something like *F1* you've pretty much reached as far as you can go. We certainly won't be attempting to do any more racing games or anything like that after this one."

So, having reduced all of the Amiga owners to tears with your remarks, what is it about *F1: World Champion Edition* that you think will appeal to people?

"Well, hopefully the speed of the game, and the fact that it is different from the first game — there are new tracks and new challenges. I guess you'd have to be quite into racing to go for this. Of course, there are eight teams, each with two drivers, so you're up against fifteen other drivers, and the intelligence of the CPU drivers is pretty good. Each driver actually



Here comes the rain again, falling on my head like a tragedy, falling on my head like a new emotion (here it comes again, a-harrh). I want to walk in the open wind, I want to talk like lovers do, I want to dive into your ocean. Is it raining with you? So baby talk to me, like lovers do. Walk with me, like lovers do. (I'd like to thank everyone who has helped me with this caption. — Matt.)



Time flies by when you're the driver of a train, and I ride on the foot plate there and back again. Oiy! Nutter! Get out of my way! I'm a metal warrior on the road to hell, and I take no prisoners as I blast along in my sex-machine. (Matt, I think perhaps it's time you handed over your caption writing to someone who, er... can. — Haz.)



Right. There are eight teams in *F1*, each with two drivers. Before you do anything in the game, you need to decide which team you want to be a part of (not to mention changing your name from Herbert to something a bit more macho.) This is really more for the experienced player who knows how each car handles. Then again, it could all just be down to how pretty the cars are. Who knows?

varies how they get around the track themselves, and how they react to you; whether they try to block you or not. They're certainly not drones."

A fair amount of the programming time has gone into this artificial intelligence, and even though the team had the previous game's code, they still spent a good few months tweaking things until they were happy. So, would Darren say that this was the hardest aspect of the programming? Darren challenges the might of Allah, in a round-about way [Eh? — Andy.]:

"The hardest part? Just getting it finished really! It's just been a time thing. Getting the road looking good, and just the actual appearance of the game has been a major challenge. Because it's a completely different engine to the one we used in the first game, all of that side of things have been done from scratch. We've also spent a lot of time just getting it to play as well as we possibly can."

It's generally accepted that, while so many of these games are similar in content, they only work when the handling of the car is spot-on. Darren agrees (but not on Bank Holidays).

"Yes, I thinks it's about how the user perceives what he's doing, and what action he's getting back from the car. It's got to respond correctly; you've got to feel like you're in control of it. There's no 'freak' way to get around corners in *F1* — which is something a lot of driving games do. There's generally a certain amount of lee-way as far as how much you can turn this way or that. With this game, if you try to just 'hack off' around the track, you'll come off straight away."

Indeed you do! And, young sir, I suggest to you that this is probably the harshest racing game ever, in as much as, should you collide with a road sign at 150kph, you actually crunch to a complete halt.

"Yeah, well we've taken that side of it quite seriously, as well as the refuelling and stuff like that. It's more than just racing around the track; you can't just thrash it round the circuit, you have got to be in the right gear."

As well as the pure racing aspects of the game, the team have tried to include a few more bits and bobs to keep the player active. Entering the pitstop is a crucial time for any racer (particularly one who's just relinquished first place for a pot of tea) and it's down to you to quickly select what tyres you want, along with how much fuel you want to take on-board. Darren, speak to me...

"Obviously, with the pitstops you risk time against the possibility of running out of fuel. You can also choose to change tyres and stuff, either during the race or just before. There's just a touch of realism in there to keep people tuned in."

¿SIMPLONO, POR FAVOR?

In the early versions of the game, you viewed the game from behind the car, but now you can choose to either be inside or outside the car. The way the team have programmed this system means that the view is much more camera-style rather than a set routine, which, in turn, means they can move the camera around rather than just have it fixed in one position.

As you've come to expect from racing games of this ilk, ye good olde two-playery split-screeny is in there. Though this is often the real git as far as maintaining speed within a game goes, it hasn't actually been too horrendous in this case, as Darren explains:

"No, it wasn't too bad at all. It still runs at about three to four frames on a standard A500, with the single player going at about two to three, so we haven't really lost too much. Obviously, as with the original, the two-player shrinks things down a little bit, but no, we've had no real problems at all with that aspect." And the weather?

"Oh yes, the weather changes are graphically depicted as well, so it's not just a little sign popping up to tell you that 'it's raining today'. The cars' handling is affected by these changing conditions. It's not so much programming the game to respond more sloppily to your controls in bad conditions, but more a case of watching the cornering and braking. Even in the wet, a straight line is a straight line; it's really on the braking and corners that you have to take more care."

There's really not much more than a bit of bug testing to be done at this point in the project, along with finalising the manual, and Darren is confident that people will be astonished by the sheer speed.

"On something like an A1200 it's phenomenally fast. On the A500 it's a little bit slower, but I wouldn't say that you lose any of the playability; it's not something that you really notice." Excellent.



BRAZIL	R.PATRESE	02'38"98
PACIFIC	NOBODY	02'40"00
SAN MARINO	R.PATRESE	02'52"20
MONACO	N.MANSELL	02'43"18
SPAIN	M.SCHUMACHER	02'41"96
ADA	M.SCHUMACHER	02'43"00
	N.MANSELL	02'34"14
	D.HILL	02'45"02

***F1: World Championship Edition* comes complete with a log of all the world records over the various tracks around the world. Of course, should you become an expert, you can save your own best times and see your name up there in lights, alongside the greats. Mansell, Schumacher, Mansell, Mansell, and that bloke... oh, what's his name? Oh yes — Elizabeth Hurley.**







IN OUT, IN OUT, SHAKE IT ALL ABOUT!

Depending on sir's preferences, we have a choice of two main dishes. For the more adventurous, we have 'cockpit-view', while for the more traditional, a 'just behind the bar' salad is available. When viewed from behind, the camera actually moves around so that it's not just fixed in a straight line. This way, not only does it look a lot more attractive, but it means you have a better chance of seeing opponent's cars in front of you.

A LOT OF FRONT

So, a hex-based wargame set in the future, you say? Andy Nuttall investigates the next generation of strategy game from Impressions, and damned fun it looks, too.

PROJECT: Front Lines
PUBLISHER: Impressions
DEVELOPER: Andrew Prime (Conversion programming)
INITIATED: November 1994
RELEASE: July 1995



Right: "At the moment, I think *Front Lines* will come on three disks. But, disk swapping is a pet hate of mine, and I intend to make it so that there's little or no swapping in the game itself. It'll take a bit of fiddling to get it like that, though," he adds. Saluté.

"One of the games I converted for Impressions was *Warriors of Releyne*, which was a similarly hex-based wargame, based on *Great Napoleonic Battles*. I kind of half-converted it, and half-wrote it. The weird thing is, it's not the type of game I would really play."

Curious words, coming from a guy who's converting *Front Lines*, a new hex-based wargame from Impressions. But, talking to Andrew Prime, who made this statement, you realise that you don't need to know much about the games you convert — just how to convert them, if you see what I mean. "To write, it's probably a very difficult, technical game," he admits. "But, as with *Warriors of Releyne*, the actual hex-handling bits of the code have already been written."

So what do you do to get into this kind of crack? Whatever the magic ingredient is, Andrew seems to have rather a lot of it — having converted over six games to the Amiga for Impressions.

"Going back a few years, I originally converted... oh, what was it called now? *Blitzkrieg*, that's it. From the Atari ST to the Amiga; and then there was the sequel to that — although I can't remember what that was called. The next conversion I would have done was *Air Bucks*, then *When Two Worlds War*, *The Blue and The Grey*, and *D-Day*."

Clearly Andrew's been responsible for most of the Impressions Amiga conversions to date, although he concedes that some of the more recent ones are being done by other people — mainly due to time restrictions. As well as doing the conversions, you see, he's also written a few originals for Impressions: *Renaissance* ["*Space Invaders* clone"], Executioner ["*Thrust*-type game"] and *Crime City* ["detective-type thing"].

"I... altered *Paladin 2*," he adds, ominously. "Originally it was *Paladin 1/Breach 2*, and out of that came *Paladin 2* — it was an improvement on an old game. I mucked around with *Cohort 2*, and I've just finished *Ultimate Soccer Manager*," he finishes with a triumph. Ah, *USM*. A game we reviewed... er... "Not very well," prompts Andrew. No, that's not what I was going to say. We didn't like it, granted, but just because seemingly everybody else on the planet thought it was the best thing ever, that doesn't mean that we're wrong. Personal taste, and all that.

Anyway... er, 'Looking forward to *Front Lines* then, eh?' I stride manfully forward.

"No, not really," he laughs, nervously. "It's a right pain, to be honest. The thing is, on the PC it runs in 256 colours, with 640x480 resolution, requiring 4Mb of RAM and virtual memory." The latter is a feature of hard drive-only systems, where some of the hard drive space is used in the same way as normal memory. Meaning conversion to the Amiga — even a 2Mb A1200, which is the machine *Front Lines* is being aimed at — is something of an uphill task.

FINAL FRONT, HERE

If you don't know what a hex-based wargame is, incidentally, it's simply a strategy game based on the positions of two warring armies. But, instead of playing on a board made up from squares, as with conventional wargames, it's made up from hexagons. So, instead of just four directions of movement, these little chappies (and the units they can make up)



Aha, a tutorial. I've always said that games like this should have on-screen tutorials, and — blow me — here is one.

See the little hexes around the units? That's what hex-based systems are all about, y'see — movement in six directions.

Units include such exciting names as: APC, S.C.A.B., Hawk and Watchdog aircraft, Tech. infantry, and other futuristic stuff.

move in any of six directions.

The thing about *Front Lines* specifically, though, is that it's set in the near future. This opens up possibilities for deploying and controlling such techy-sounding equipment as Hover Tanks, the rather ominous 'Tech Infantry', and the downright ridiculous 'S.C.A.B.', an acronym for Surface-Combat-Airborne-Battletank. Must have taken a while to come up with that one.

The Amiga version will run in 256 colours, but in low-resolution (320x200 pixels), and Andrew thinks that he can fit it into the available memory. "Ideally obviously, we would like to keep it in high-resolution; but the amount of graphics memory required would mean 3Mb of RAM minimum, if not 4. It's just not worthwhile Impressions doing that; it wants the whole thing to run on floppy and everything, and loading all the hi-res graphics from floppy disk would mean ludicrously long waiting times."

But, as he's keen to point out, the lower resolution won't mean that you can see less of the game — because rather than zooming in on the game map, as you'd expect, you can still see everything on the same scale. It's just a bit more blocky, that's all. "You can still see the same number of squares on the screen," he confirms. "Because to actually change the scale of the game would require far too much work — almost a complete rewrite, in fact.

"Saying that, when we did *D-Day* and *The Blue and The Grey*, they were in hi-res on the PC. We used them originally, and they didn't look very good. So we decided to have two modes — one just like the PC, and a zoomed-in mode, where you couldn't see as much of the game but the graphics looked much nicer. Now, if this [*Front Lines*] is finished, and it doesn't look very nice, I'd imagine we might do something similar, if disk space allows.

> "Disk swapping is a pet hate of mine... There'll be little or no swapping in the game itself."

Below: Despite converting the game from a 4Mb PC version, Andrew reckons he'll fit most of the game into the Amiga. It will be hard drive installable, despite further memory restrictions, as Andrew explains: "With a hard drive, you can load things more often. For instance, you don't have to store sound effects in memory, because when one's needed it can be loaded instantly from hard drive. On a floppy-based system, the sound must be stored in memory, otherwise it would mean a 20-second wait for the sound to load!"

FRONT BOTTOM

Up to now, Andrew hasn't spent too much time on the Amiga conversion. Since he received the source code from Impressions in November last year, he's been working on and off, while at the same time converting *Ultimate Soccer Manager*. The conversion process is often a case of waiting around, though, until the actual source code — in this case from the PC — is finished, and completely tested.

"I spent about a month fiddling with it," he says, "but I knew it wasn't quite finished. I thought there'd be a few changes to the PC code, but suddenly, just after I finished the football game, there were a huge number of changes to the PC version. So all the time I'd spent on it was completely wasted, and it went even further down the line. So at the moment, I still don't really know how easy or difficult it's going to be. I don't intend to take anything out of the PC version, except for the resolution. All the features should be in there — oh, excepting the title animations. There are about 6Mb of them, which would be impractical from floppy disk."

With such a complicated game — Impressions' stuff has been growing in complexity with every release — it's a good sign that the programmer's trying to keep so much in. It would be all too easy to convert it quickly, taking out some of the bigger features to easily squeeze it into the Amiga. But, pleasingly, the team seems to be going for quality rather than speed.

One of the final features to go into the game conversion is the graphics, which in the case of *Front Lines* have already been converted to work with the Amiga. "An Impressions graphic artist in America converted them, and I have them all on disk somewhere," admits Andrew. "I haven't actually looked at them yet, but about three-quarters of the conversion process will be complete by the time I put them in. First I have to plod through the source code, getting it into a state which I can compile on the Amiga, and then I can add all the other stuff."

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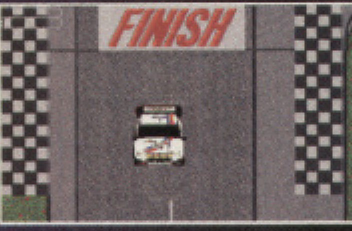


REVIEWS

We believe that a picture paints a thousand words. Well, big ones do anyway. Small ones paint far fewer, and many only fill the space of say, 50 or so. The One aims to strike a balance between big pictures and small pictures to keep the words down to minimum. Which means it's less boring for you. Hurrah!



Virocop... the germ of a really good idea?



Rally Championships... demonstrably no contest?



Tower of Souls... a great big pile of fish?



Man. United... the beaten Coca-Cola Cup finalists (eh? — Andy.).

The 'Overall' score is not an average mark. It simply encapsulates the reviewer's total experience of the game. Man.

0-25% Rubbish. Offensively low quality. Arse, even.

26-49% Below average. Not acceptable by today's standards.

50-60% Above average. But still plenty of room for improvement.

61-70% Fair to good. Lots of nice points, but in no way perfect.

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81-90% Extremely good but just short of excellent. Well done.

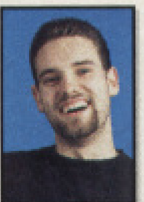


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ANDY NUTTALL

Come on everyone, let's talk sausages! Andy, what's your favourite? Mutton? "I had some great pork & apple ones in the bath the other day," offers the Welsh firebrand. "But best of all, I like cutting chipolatas in half, lengthways mind, so that you can fry the middle bits before you put them in your sandwich". I see. Brown sauce? "No way. It's got to be Heinz tomato. I'm very picky."



MATT BROUGHTON

Matthew. Any ideas? "If you want my advice you'll get yourself down to Kwik Save and get one of those enormous bags of super cheapo sausages — you get 100 or so for about £1." Sounds disgusting. "My girlf is partial to a goggy egg, chips and sausages," warbles beard-face unstoppably, "and she's liable to demand it the moment she wakes up." No, it still sounds disgusting.



HARRY ATTRILL

"I prefer Lincolnshire sausages, the ones with fresh herbs" drawls our Feechy, "unless of course you count The Sausage — that's my son, Edmund, The Sausage. I prefer him to Lincolnshire any day. I have fond memories of Temple Brewer, which is near Rauceby, my Grandmother's home, but on the whole I prefer their sausages to their landscape. Too many dykes".



JO WINSLOW

That Jo is getting a bit wise to my interview technique, readers. When I asked her, oh so innocently, what her favourite sausage was, she replied unhesitatingly with a horrid leer and more twinkles in her eyes than Portsmouth at cockshut: "A big fat spicy one. But you've got to have fried onions with them. I love fried onions." That's it then, love? "Yes, go away".



This (right) is the git of the game — Mr Virus. Though he may look fairly harmless here on level one, by the time you get up a few more zones, the bugger's spitting crap and poo at you from all sides. Shoot this little devil for long enough and he'll burst open, leaving you a few pressies and a letter to use for the password. A green number '3' appears up by the score, showing that, after killing this fella, there'll only be two left to murder before I can exit the level.



VIROCOP

He's a cop. His name is DAVE. DAVE is his name, and copping viros is his game. Virocop is the name. Of. The game. Matt Broughton writes. Poor. Intros.

The future, though, it's great isn't it? Or, er... it will be. And the best thing about the future is that, unlike the chances of Andy ever being funny, or me becoming editor, it's definitely going to happen, sooner or later. There really is no avoiding the damn thing.

Of course, once the future does arrive, you can be sure that I'll be up the front of the queue, alongside Arthur C Clarke and Carol Vorderman, collecting my Space Watches, Jet Packs, and Future Sausages (which, incidentally, grow back if you leave a little bit after your dinner and then put it in a bowl of warm water.)

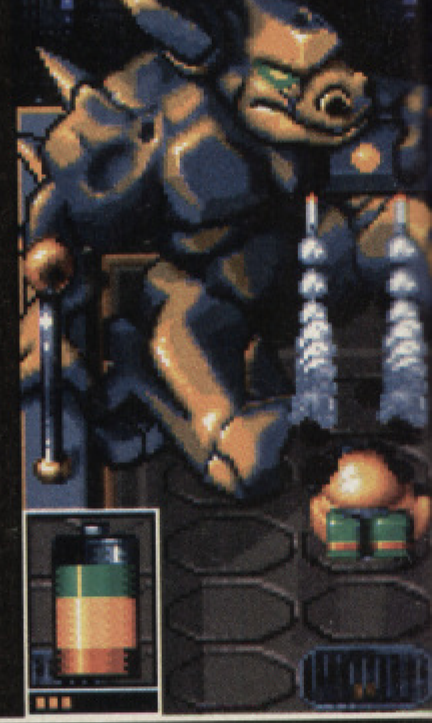
And what about games and entertainment in the future? Well, the mind boggles! (As does Andy's face.) Never mind your Virtua Pants-Fighter and three-dimensional Kettle Simulator, in the future you'll be able to actually wander around your favourite games. Yes!

Imagine it, celebrating VE day by going inside *Cannon Fodder* and helping Ginger, Tubby and all the other little fellas. Or shrinking down to the microscopic scale of an ant, and eating lots of apples in that classic game, *Ants*. Or perhaps not.

Well this truly interactive game scenario is what it's all about in *Virocop*, but, as is always the way with these plots, something has gone horribly wrong. Throughout the various game zones that the paying/playing public have access to, viruses have managed to crash into the system, and are busy terrorising innocent gamers who believe the viruses to be part of the deal.

This (and I want to make this quite clear) is a job for the Digital Armoured Virus Exterminator. D.A.V.E. (Address withheld). And it's now down to you to climb inside D.A.V.E.'s shell and deal out some death to the nasty green buggers. Of course, there are a number of game zones to plough through, and the moment you are beamed in, the game will respond to you as though you were a part of it. And that means death with a capital 'A' [Eh? — Andy.]. And perhaps some italics as well! And that's it folks. There are shoot-'em-up levels to clear, *Cannon Fodder*-inspired affairs, and even an RPG to plod through. All you have are your wits and a vast array of weapons. Or, if you're Welsh, just a vast array of weapons.

Unfortunately, not all of the enemies in *Virocop* are vulnerable, and, like these bombing babies (above), need to be avoided. These fellas move in a standard way, and aren't actually too much bother... unlike the whirlwind bugger, which can't be hit while spinning, and once stopped, turns into a witch-thing that lobs bombs! Mayday!



Phew crikey! Some of these end-of-level guardians are gits, aren't they! This one is actually quite complicated, as it involves using extractor fans in the floor to raise you up to a level where you can blow up the two side demons that throw electrical charges at you. And just to make things even more interesting, the enormous King Kong git sends snakes out of his nostrils unless you hit him regularly enough to keep his nose bleed up! (surreal? Fish wibble hatstand, more like!)





This little icon above me is a friendly face in the crowd, to be sure. Pick this helpful fella up and you'll receive the latest in special power-ups. You can gain anything from shields to burst fire to bucket-loads of land mines here, though they generally only come with a small ammo supply. By hitting the space bar, you'll now find that you have a fourth weapon compartment, filled with all manner of loverly goods. Hurrah!



Though Graftgold is better known for creating concepts rather than relying on tried and tested methods in their games, there are the odd moments of normality. Here we see me standing on a good old moving platform affair. Unfortunately, there's not much point in my doing this right now, as I've yet to find the switch that makes the damn thing work. ARRRRSSSSEEEE!



PHASE COMPLETE! Doh! Sorry, wrong game. Yep, this is the *Cannon Fodder*-esque game, complete with gun turrets, helicopters, and tons of little soldiers to either blow up or run over. Each different 'game' is extremely stylised, so it's not just a graphical nicety, the actual method of level design is quite different. One of the best things here is storming the various fortresses, ready with a 'big arsenal' to stick right up their, er 'big-arse-nole'.

Right: OH BUGGER! Well, to be honest, I really meant to run into that enormous spinning blade and blow up right now [yeah, we believe you. — Andy.]. Er... oh I know — this grab is to show you what happens when you run out of energy. Yes, that's right. Phew crikey, look at all that business that was inside me! Tsch, I don't know. What is the world coming to? [Yes, you can stop now Matt. — Andy.].

D.A.V.E.'s power supply is shown throughout the game as an attractive little battery in the bottom left of the screen. The level falls and rises as you take hits and collect extra energy, er... respectively. There are three different strengths of battery to be collected as you travel through the game, each holding a greater amount of energy than the one before.



Phew! Tons going on here. First up is the tasty little restart which, here, is a cute little TV that fizzes into life. Left of that is a switch which, once shot, will activate some platform elsewhere one the level. Other than that, there's a nasty one-eyed monster-thing, along with a dustbin that acts as a monster generator, chucking out tons of homing killer fruit. RUN AWAY!





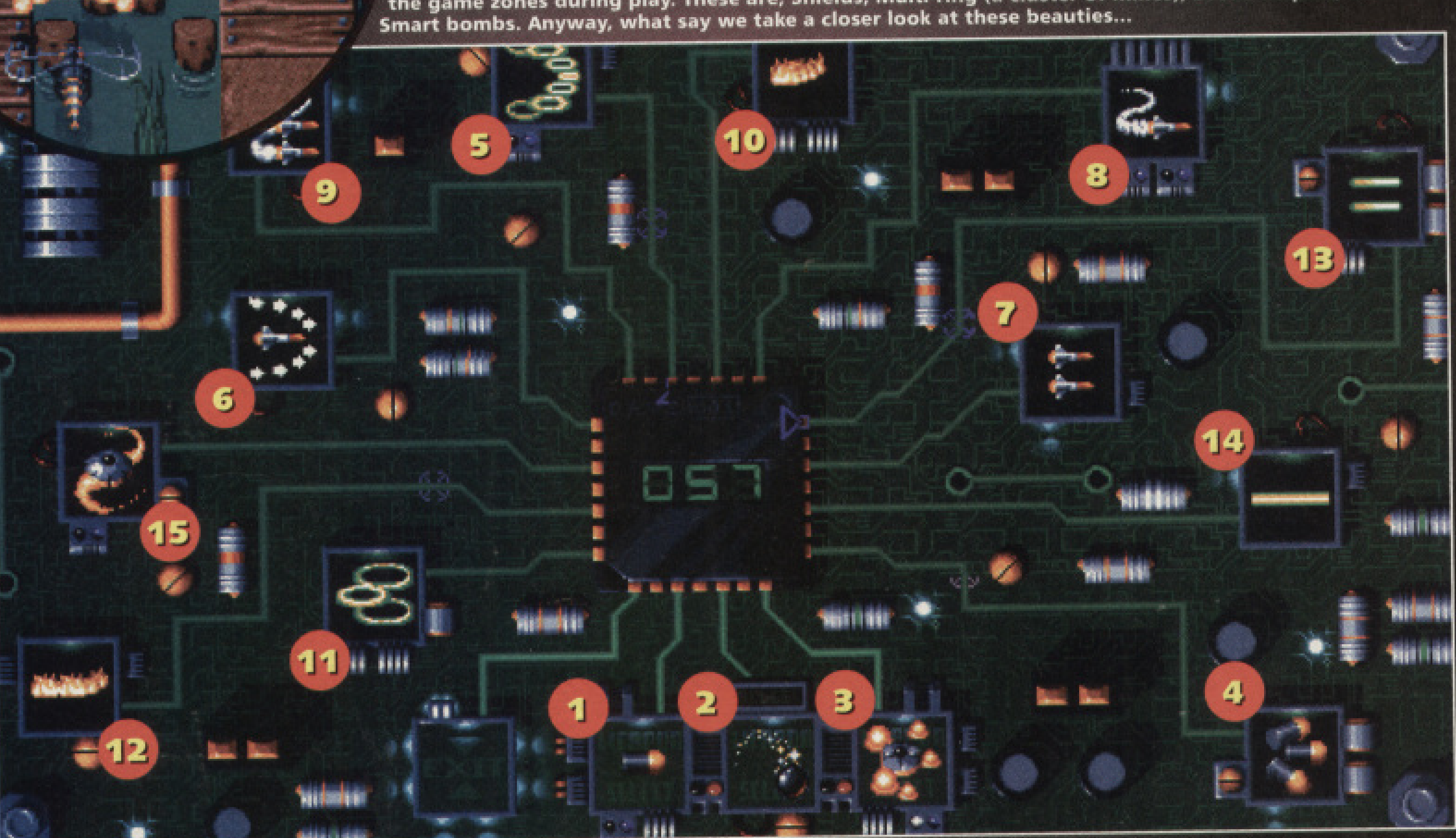
Throughout the various levels there are a number of restart points. Once touched, these spots save your current battery level, your weapons, and, rather obviously, your position on that level's map. These vary graphically depending upon the level, so whereas the sports level has enormous scoreboards to trigger, this fantasy level (called Crusade) has a rather charming sword in the stone affair. And very nice it is too.



Hello there young fella-me-lad! A familiar face in amongst all the weirdness and bustle. Dr. Pacman, I presume? Of course, in true Graftgold style, this is *Pacman* with a difference — shoot it and it sends tons of homing killer-fruit after you. On reflection, this probably means that it isn't *Pacman* at all. Damn. Still, nice grab, eh? Reminds me of that time I was serving in the Royal Forces in India. Of course, that was during a previous life, and of no consequence here. At all.

(Left circle) When you kill monsters (and there's really no avoiding this activity in *Virocop*), they will burst forth with one of two things. You can pretty much depend upon getting yourself some bits (i.e. little 1s or 0s) which go towards you points bonus, but will often also get some power balls thrown out at the same time (there's a little red one above the explosion here). These don't last very long, but once collected, can be used as currency. These powerballs come in three different flavours; blue, red, and green. All of which are about to prove very useful...

Below: Well HELLOOOOOOOO WEAPONS! Here they all are, ladies and gentlemen, and what beauties they are! You're gonna' have to spend your valuable power balls here, but it's worth it in the long run. In addition to these weapons, you'll also come across a number of special weapons left around the game zones during play. These are; Shields, Multi-ring (a cluster of mines), Drone helpers, and Smart bombs. Anyway, what say we take a closer look at these beauties...



1 SINGLE SHELL. Fast repeat, but low damage. This is the default weapon. **2 MORTAR.** A slow repeat lobbed bomb for mid-range. **3 MINE.** A slow repeat dropped weapon. High damage area. **4 3-WAY SHELL.** Like the single shell, only, er...three of 'em. 22.5° apart! **5 PLASMA SURROUND.** All-round close-range protective shot. **6 MISSILE SPREAD.** 8 high-damage short-range missiles. Limited shots. **7 TWIN MISSILE.** High-damage slow-repeat. limited shots. **8 HOMER.** Doh! High-damage target-seeking missile. Limited shots. **9 TWIN HOMER.** Doh! Doh! Like the single, only, er... doubled. **10 SMALL FLAME THROWER.** Mid-range 'directable' weapon. **11 PLASMA.** 3-way fast-repeat low-range plasma. 2 high, 1 low. **12 LARGE FLAME THROWER.** Long-range daddy of the small jobbie. **13 TWIN-BOLT LASER.** 2 parallel bolts. 1 high, 1 low. Reflects off walls. **14 BEAM LASER.** Slow-recharge mid-damage laser. limited shots. **15 STARBURST.** Flame-emitting mines. Limited shots. Please note, I've arranged these in a completely random fashion, so finding them can be a game in itself!



Golly, what fun I'm having walking you through the various themed levels. Anyway, this is the sports level (a zone called 'It's a funny old game') which features tons of tennis ball-launching machines, renegade snooker balls, and dart boards that throw darts at you, not to mention rather unpredictable gits that bounce around on space hoppers. Tsch! Those crazy wacky dudes at Graftgold just don't know when to stop, do they?

Variety is the spice of life, and here in the middle of the *Cannon Fodder*-style levels, we find ourselves surrounded by deadly water. Of course, being a nasty sort, Graftgold has positioned this virus right in the middle of big battle ships, armed with tons and tons of homing guns. Fortunately, I've got my favourite weapon, the plasma rings, and having killed the green git, I can now collect my password letter. Hurrah!

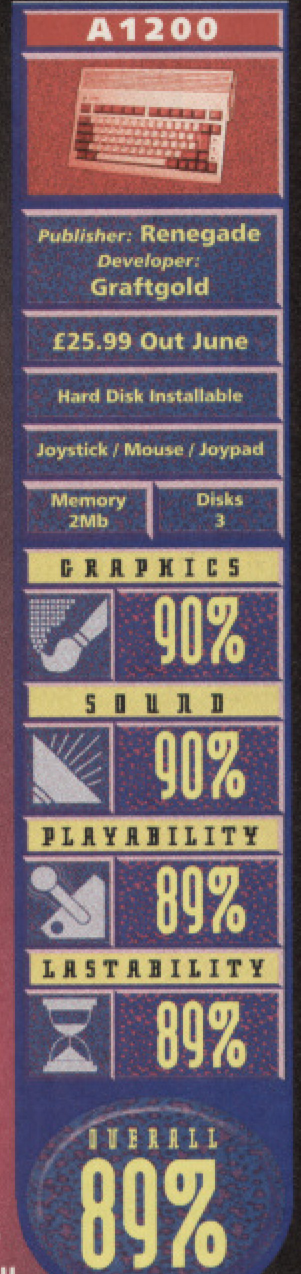


A classic moment in *Virocop*. I have no energy left, there's a giant killer flytrap spitting crap at me from the left, a mystic shaman hurling fireballs from above, and an enormous spread of fire coming from below. I think we can quite safely say I'm about to die. Shame, really. I didn't even get to use my special drone (the special in the bottom right box). Poo.

Cheerleaders! My favourites! Each zone has a number of hostages to be rescued (which happens automatically once you've destroyed that level's guardian). Here in the sport zone, I've just dispatched some killer ice hockey players and released these loverly girls. They're extremely agile, loverly, and supple. I'll just wait here. You can get your kit off whenever you're ready. [Time to move on! — Andy.].

THE VERDICT

Virocop is an excellent game, and a right old beaut to behold. Graphically, there are more treats than a Woolworth pick 'n' mix, and the sonics change between cutesy tracks and belting sound FX. Being able to play as a team is not really the best way to try and complete the game, but it's damn good fun (not to mention a good reason to shout at Harry!) The presentation throughout **Virocop** is quite shimply shuper. Everything has a crispy-crackly sharpness to it, and the whole game truly 'flows'. Some of the weapon effects are so loverly, you just use up all of your ammo watching, while some of the baddies encountered redefine the term 'git'. The viruses themselves provide more than enough challenge — even for the hardened games player — and though the levels are enormous, the password system keeps things from getting too one-sided. "Why not 90 percent then?" You ask. Well, it is a beautiful game, but not one that really evolves as far as gameplay goes. Sure, you've got different graphics popping up at you as you progress through the levels, and yes, the levels do vary in style and feel; but after about 10 levels, it's hard not to notice that you're still doing much the same thing as you were two days ago. Again, the various weapons are good to save up for and play with, but it doesn't take too long to find out which ones are the four or five 'winning combinations' and after that, any serious player will never touch the other toys again. Still, compared with all of the positives, this little repetition gripe is hardly a worrying aspect, and simply stops the game from being 'bloody amazing' rather than just damn good! Seeing a game such as **Virocop**, and having the pleasure of reviewing it, just reminds me how few games of this ilk and quality we see these days. Sad, eh?



A5/600 **CD32**
The A5/600 version is pretty much the same, only with the usual colour restrictions, and one fewer level. The CD32 version will be the same as the A1200, but with groovy CD sound. The CD32 joypad is also groovy. Too.



RALLY CHAMPIONSHIPS

Que-est-que c'est? A new game from Flair! Rally round boys and get me a large malt while I catch my breath. Harry Attrill sinks into his favourite arm chair and remembers that Russell bloke and those great Cossack Hairspray ads.

Driving games, though, they're great aren't they? Well, on the whole and on the Amiga, no they're not. Compared to arcade monsters like *Daytona*, the humble joystick/screen combination struggles to squeeze its package of simulated effects through the letter-box of reality. If I may loll on the psychiatrists couch for a second, readers, with one alabaster arm flung theatrically over my face and the other dangling so that my fingers can brush carelessly through a bowl of musk-rose-petals, this may be why I find flight-sims much more satisfactory. In *Dawn Patrol*, *RFTS*, *TFX*, and even, god forgive me, *Airbus A320* the old joystick sort of plays the part of the aeroplane's, er... joystick and thus the tension, nay conflict betwixt what one instinctively feels and what the gameplay may quite reasonably demand, is that much less. It may have also something to do with the fact that I drive a car all the time but have only ever flown a glider, so piloting the aeroplane is more of yer fantasy than yer actuality. Of course, driving a car is pretty familiar, and if truth be told, (which it must, on pain of death) much more demanding and fun, than playing some of the so-called racing games. Those which work best seem to me to be those which do not strive too hard after 'realism', like those tongue-scouring pair of Acid drops, *Roadkill* and *Skidmarks*, or Team 17's lipsmackingly tart *ATR*. In these games there is much more going on than simply 'driving' a 'car' around a 'track', which I suggest to your worships, quickly becomes boring. You can call me Barrington Pheloung, but I found *Lotus Turbo Challenge* turgid, compared to say, *Bump 'n' Burn* and *Powerdrive* positively pedestrian when placed athwart the bucking thews of *F1* or *Vroom*.

So along comes *Rally Championships* from Flair, a company not noted for its er, flair (*Whizz* being the exception that proves the rule) and I find myself au demi-nelson (having a sophisticated wrestle) with my conscience. Obviously, as it's a rally sim, there are no other cars or players to race against, (which, in our book, was the problem with *Powerdrive*) so from the off, your foot is forced to floor the realism pedal in the hope that the game engine will provide the necessary revs. You'll be wanting to know the outcome now, I reckon, midears. Hark! I hear the verdict Valkyrie calling...

Right: Operation Desert Prawn. See how I avoid the big hole (right of picture) with pinpoint accuracy, by steering cleverly around it. It's the mother of all throttles, I can tell you!

Rally Championships is remarkably similar to *Powerdrive* in many ways. It's a rallying game, for a start. You play it on your own, around a variety of tracks, and, er... oh, your car leaves these exciting and varied skidmarks behind. Nice weather we've been having.

Here I am in a swampy bit. In the top of this grab you will notice many interesting things. Your speed and RPM. Your gear. Your time. The time you need to qualify etc. In fact not etc. at all. That's it. Entirely.

My what a helpful young arrow! It points Left as my co-driver shouts 'Left', or actually probably about a second or so before my self-styled navigator, who is cheap and therefore a bit tardy with the old instructions. Nice phone box though. Post impressionist, isn't it?

Call me Polly Picky the Pecking Paraquet, but why start the Championship with the most difficult driving conditions? Surely there should be a progression towards difficulty in these things? This snow is all slippy whereas the next two stages, desert and forest are comparatively easy to negotiate. I blame the Scandinavians.





CAR BOOT SALE

You will become familiar with this screen. By moving the cursor and clicking the crappy pointing finger-thing (Terry Gilliam's bits in Python were seldom funny, oh Laughing Boys at The Inside Team) on different bits of this charming tableau, you can do all manner of things; change your tyres, choose a navigator, repair your existing motor top up with fuel and even buy a new car. Naturally all these things cost money of course, which is why the faster you go and the more stages you complete, the better your equipment gets.







1. Choose a navigator (pretty ones cost more); 2. Equip your car with these exciting tyres, and other sundry items; 3. Test drive a new motor.



THE VERDICT

This is not a criticism of **Rally Championship**, but if you don't have a hard drive, why not pop into the kitchen and make a nice cup of tea? You see, there are four disks, which without the aid of said item are gonna take you muthas on a one-way trip to disk-swapping hell. It takes 12 minutes and 12 swaps to get to the point where you can attempt a stage. Each stage takes a minute or so to complete, and then it's back to hell for the next stage. So, no hard drive, no buy game. Right then, all you hard-driving hard drive owners, what's in it for you? Five stages of fair-tasting fare from Flair, frankly. The graphics are rendered in underwater 3D and though they're not great, they aren't terrible either. The FX are adequate enough but the music is plodding and predictable. Navigating your way through the game is simple and the preparation screens easy to follow. The best thing about the game is the feel of the car, which is not dissimilar to **Powerdrive** though arguably easier to master. However, having said all that, five stages doesn't seem enough to me, even with the added variables of changeable weather and night driving, and blow me if my car doesn't sail straight through some supposed obstacles and hit others without appearing to touch them at all. Effort has been made to introduce some novelty into the game, with pick-ups for fuel, money etc to collect, but at the end of the day none of this is enough to distract you from the fact that the game is, well, a bit dull. Yes, it's a time trial. Yes, it's a reactions test, but then so is BBC 2's **One Man and His Dog**. Some Scandinavian mag gave this game 95 percent. I only have two observations to make: 1) All rally cars are driven by Finns and Swedes called Stig. 2) The nights are very long indeed.

A500/600

Publisher: Flair
Developer: Inside Team

£25.99 Out Now

Hard Disk Installable

Joystick/joypad

Memory	Disks
1Mb	4

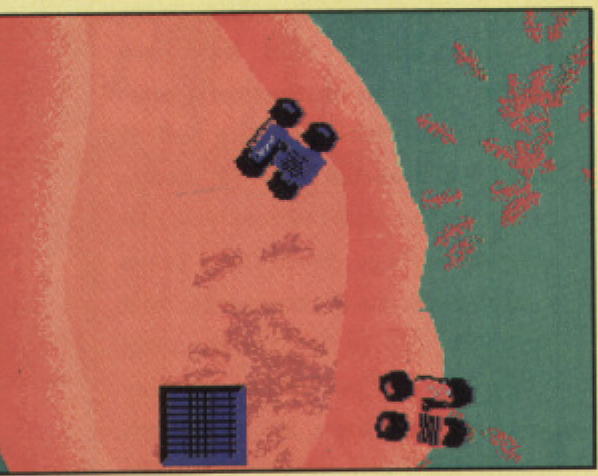
GRAPHICS	65%
SOUND	65%
PLAYABILITY	80%
LASTABILITY	60%
OVERALL	61%

A1200 / CD32

There won't be an AGA version, cos at eight disks the swapping would be even more ludicrous. There will be a CD32 along very shortly though, with enhanced graphics and stuff.

BATTLE TRUCKS

Once again the time comes to apologise profusely, go down on one knee, offer a guilty 'er' in the direction of the softies; but ultimately to give a game a good hoofing in the direction of the touchline. This month's Eric Cantona is: Andy Nuttall.


At the top and the bottom of each course lies a blue square, which you must run over before turning around and making tracks for the other one. A bit like the old playground game 'tip' or 'tag', really. But in large trucks.

I hate this. Not the game, you understand; although it's quite bad. No, what I hate is giving new companies a kicking because their first game is awful. It's been happening a lot lately, what with *Angst* and all, but it never gets any easier. *Battle Trucks*, which is being sold through mail order for the not unreasonable price of £9.80, arrived at *The One* with a small note attached telling how the proprietor (Mr Howard) had spent 18 months devising the game, setting up a company to market it, and presumably (although he didn't say this) spending a fair proportion of his life savings on it.

But before I get to any semblance of a Verdict, let me tell you about the game. After buying a Battle Truck in the (yes) shop, where you can also kit it out with missiles, guided missiles, Nitrous Oxide and a power winch, you're then taken to the first track. Imagine a golf course viewed from above, long and narrow, with some twisty-turny bits; and you have the first track. In fact, hell, you have all the tracks; you just have to imagine them in different colours.



In the 'Shop' you can buy and sell add-ons for your trucks — missiles and the like — while also upgrading your truck itself, if you get enough money.

Using the joystick, you have to manoeuvre your truck from the bottom of the course to the top, negotiating obstacles, and then back down again. And then back up, and then down ag... you get the idea. The challenge bit comes in the form of another truck, either human or computer-controlled, which is also trying to go from one end to the other. It's a race, see — and if you can blow your opponent up enough times, either by nudging him into water, dragging him off the screen *Micro Machines*-style, or firing a missile at him, you win the round. And, er, that's it.

The 'Power Winch' is a handy little gizmo which you can buy for your truck. If your opponent is stealing an irretrievable lead, simply fire this baby at him, and then drag him back towards you!

THE VERDICT

The first duty of a reviewer is to you, the reader, and potential muggins, buying small wafery pieces of poo in a box occasionally masquerading as a game. **Battle Trucks** isn't the worst game I've ever played — honours of that degree are reserved for large companies which throw out their awful wares at 'full-price'. But, and I say this very carefully, and without malice towards Base 2, it does come very close. It's simply a flawed idea from the very start, and no high-quality graphics, sound effects and music would save it from the bread bin of mediocrity. Which is a blessing, really, because there's no music, and the graphics and sound effects could, at best, be described as 'poor'. The controls are unwieldy and overly-responsive, the background graphics are awful, and the whole thing is based around the idea of relay racing in a truck — so no matter how many levels there are in the game (there are 12) you won't want to play past three of them. Wanting to start up your own business and market your own games is one thing, but you really have to believe in your game and — most importantly — be absolutely sure that the games-buying public will want to play it before you take the biggest step of all. And sadly for Mr Howard, **Battle Trucks** just isn't. Anything. At all. Sorry, and all that.

A500/600

Publisher: Base 2
Developer: Richard G. Howard
£9.80 Out Now
Not Hard Disk Installable
Joystick/Joypad/Keyboard
Memory 1Mb | Disks 3

GRAPHICS	45%
SOUND	60%
PLAYABILITY	37%
LASTABILITY	20%
OVERALL	34%

A1200 / **CD32**

Unlikely, on both counts. However, the game will work on the A1200. Send £9.80 worth of postal order or cheque, made out to R.G.Howard, to: Base 2, Home Farm Cottage, Everingham, York YO4 4JD.

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TOWER OF SOULS

Hailing from the same area as the 'boy' Nuttall, North Wales, is Parys Technografx. Just another example of ridiculous spelling from the Druidic songsmiths? Or could it, more excitingly, be a half-decent 'tŷ programmau'?

Not long ago, I was having a conversation with one of me ol' software chums about his next game. Having trouble coming up with a name, his best effort so far was something with the initials B.A.D; which he quickly rejected on the grounds that unscrupulous journos might — should the game, god forbid, be bad — spend an entire review talking about how 'B.A.D.' it really is.

This line of reasoning doesn't appear to have affected Black Legend, though. I mean, Tower of Souls. Potentially the source of endless playground giggling, and indeed office japement, for either of two reasons. 1: the initials make up the rather dubious acronym TOS (once also used for the operating system used on the Atari ST — much hilarity ensuing). And 2: Even more childishly, if *TOS* happened to be... frankly, tos(s), then we could always describe it as Tower... er, bottom. Orifices.

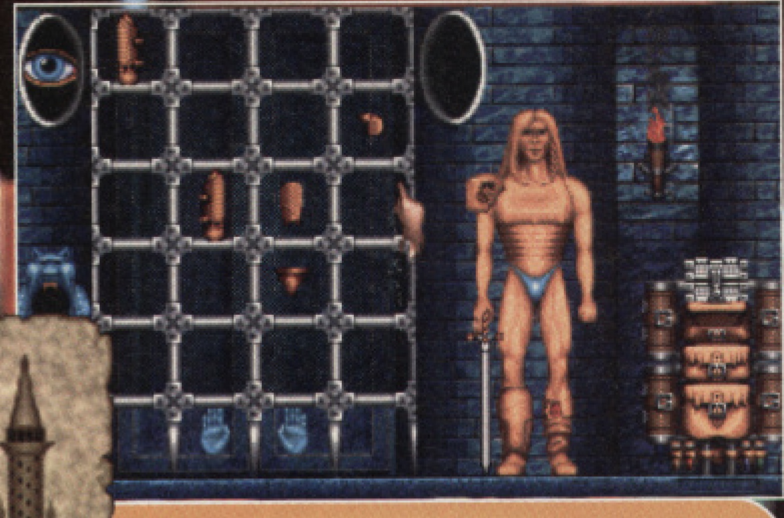
But, thankfully — for both Black Legend, and our future as a magazine on the shelves of Smith's — *Tower of Souls* is entirely un-TOS.

Set in some fantasy-based far-off land, the point behind *Tower of Souls* is to gather three crystals to defeat a big bad baddy at the end — yes, it's an RPG. In this particular Role of PG you play one bloke, Treeac, instead of the more common party of four. And it's got an isometric view, like the ageing *Legend*, or the more recent *Darkmere*. And, most importantly, it's got a Good Control System™.

Using nothing more than a simple mouse, you can control every movement in Treeac's repertoire. Move around, pick things up, cast spells. In a world where everything is cleverly laid-out, colours are used wisely, puzzles are positioned at such a level to be easy to use, yet taxing, and everything is icon-driven, there's really no need for anything more.



The character generation screen is rather simpler than in most RPGs, with the choice of character limited to a ratio of Wizardry over Warrior-ness. A sliding bar lets you set the persona, while the animation icons above remind you of the effect that your settings have on your character.



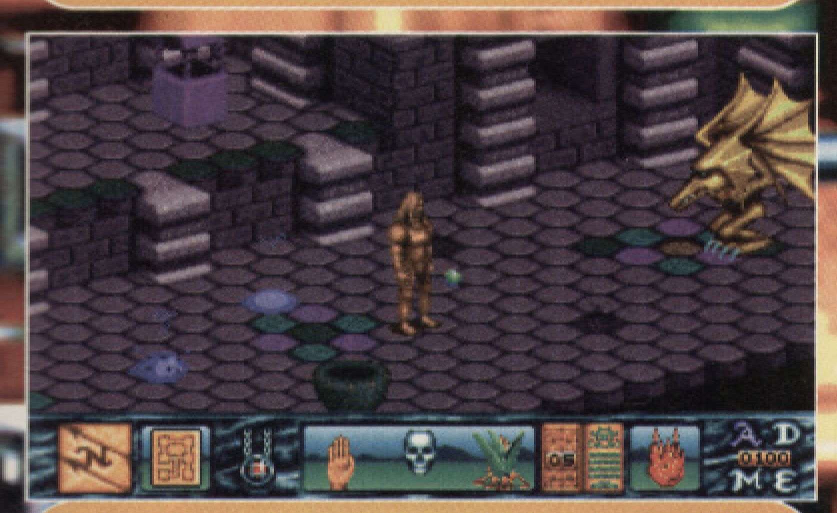
Equipping Treeac, your character, doesn't mean just giving him a sword and shield, then letting him get on with it. Oh, no. Just like a rather well-built Action Man, you can remove his clothing and add on other garments. Thankfully, though, these blue pants — normally shielded from view by a leather codpiece — don't come off. Fret ye not though, girls. He's married.

Left: The automap function is very useful, mapping as it does the areas which Treeac explores.

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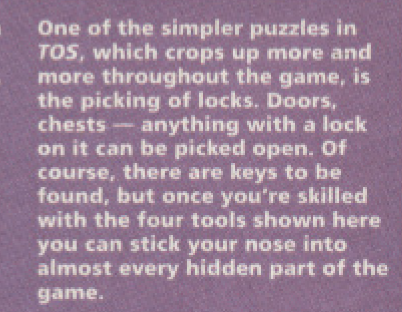
One of the more interesting enemies to be found in the Tower is the pool of slime. Like its distant relative, from *Marble Madness*, this particular Slime splits into smaller puddles and... er, trickles after you. Menacingly. But I couldn't get a picture of them, so you'll have to make do with these hooded goons.



Oh, hang on — here's some. Not very effective slime — certainly not as good as on previous levels, but quite nasty nonetheless. And added to this rather horrid flying dragony-thing, it makes for a rude, snapping-at-your-heels-type meany.

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At the beginning you're given a number of very simple spells, which you can cast for first aid, and some simple attacks. However, collect some of the more unusual ingredients waiting for you on later levels, and you could manufacture a spell to, say, turn you into a rat, or cast a hefty fireball at Mr Enemy. This Heath Robinson-style Alchemy Engine is the spell creator, and Parys actively invites you to experiment. Watch out, world!

One of the simpler puzzles in *TOS*, which crops up more and more throughout the game, is the picking of locks. Doors, chests — anything with a lock on it can be picked open. Of course, there are keys to be found, but once you're skilled with the four tools shown here you can stick your nose into almost every hidden part of the game.



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THE VERDICT

It's difficult, if not impossible, to innovate in some genres of game, and if you were to ask me I'd say that RPGs are probably the hardest of all. However, **Legend** proved me wrong, and now **Tower of Souls** has taken the concept of **Legend** and applied a crackingly-good control system. Using the 'virtual joystick', controlling Treeac is as near to a joy as could ever be, in an RPG. The concept of controlling it all using the mouse makes the little bugger a bit of a handful at first, of course, but it quickly becomes simple. And, once you've worked out what your purpose is in the game — the intro leans heavily on the story, but skims over the most important bit: what exactly it is you need to do? — you and Treeac will be happily skipping around the Tower. Of Souls, you see? I do have trouble with the physics of building a tower which has one room on the bottom, and progressively more rooms on higher levels. Presumably, like Paul Daniels' syrup, it's held together with magic. But I can forgive that, because all this top-heaviness means that the scale of the Tower is immense. Black Legend told me that there are 125 rooms in all, but by rooms it actually meant 'rather large areas, divided into smaller rooms'. Because the Automap only records movement between 'rooms', one quibble is that it doesn't record enough your progress. Another, is that because of the rather good-looking isometric perspective, it's difficult to judge the exact position of enemies. And something which looks like it's going to miss you often hits, with a rather devastating effect — and with only one life, that's harsh. But, there's lots to do, people to see, spells to create and cast, and baddies to defeat; and given the well thought-out controls **TOS** comes well-recommended.

A500/600

Publisher: Black Legend
Developer: Parys Technografx

£29.99 Out Now

Hard Disk Installable

Mouse/Keyboard

Memory	Disks
2Mb	5

GRAPHICS	82%
SOUND	82%
PLAYABILITY	86%
LASTABILITY	87%
OVERALL	85%

A1200
CD32

No A500 or, even, A600 version to come, because of memory restrictions and also a lack of colours. A CD32 one should appear, though, featuring nice new music and a jazzy intro.

TOWER OF SOULS

CHAMPIONSHIP MANAGER ITALIA 95

Aston Villa may be more than a little bit crap at the moment, but surely the thought of a fiesta of Italian football will perk the old sod up a bit? Harry Attrill wants David Platt back at Villa Park

Trepanning. The ancient practice of drilling a neat round hole in the top of someone's skull, to allow 'evil spirits' to escape. Archeological evidence has shown that the savage priests of ancient Ur were pretty keen on a nice bit of relaxing pate puncture, and until comparatively recently men of an almost pseudo-medical persuasion were apt to whip out the old hammer and chisel at the first sign of a 'sick-headache'. To be honest I thought the 'art' had now almost entirely fallen into disrepute, but of course I had reckoned without the surd-crazed followers of the great god Stats, hungry deity of the football management sim.

So just when you thought there was very little chance that anyone would be, frankly, bonkers enough to suggest that what the Amiga needed was another management sim, along trips the malevolent Trepanning Nymph waving all her sparkly instruments of death and singing: 'Tra-la-la, Harry is going to have to review *Championship Manager Italia*, tra-la-la, la, la. etc.' Oh happy day.

Not that there's anything wrong with a nice football management sim, no. This sexy blue disk (with nice label), this lavish-style manual; this odd looking grey box-thing; this pricey colour monitor — surely they can combine provide more wholesome entertainment than than a certain incumbent of a certain top soccer job located not a million miles from spaghetti junction? Let's hear it for the boys wearing the claret and poo...

As a manager you have to keep a weather eye on the chaps. Scouts, coaches, the board of directors etc., let alone the playing staff. When you start, you can choose what sort of character you want to be. I chose to be 'arrogant' on the grounds that it is the characteristic furthest removed from my own.

During yer actual game, this, rather excitingly, is what you see. The blue test-tube things pump up and down like the life-support system in Doctor McCoy's surgery and the tension is applied via messages which occasionally flash across the screen, like 'He rounds the keeper...(pause for dramatic effect) ... but pulls his shot wide. A graphic treat, it isn't.

THE VERDICT

Last March, we gave **Italia** a whopping 89 percent, and having played the 'new' game, I can see why. But, since then, games like **On the Ball** and **Premier Manager 3** have bred a new standard by mounting the lumbering carthorse of the traditional stats-fest to a more lively and graphically sophisticated filly. Those who like a bit of Nessun Dorma will no doubt be gagging for another helping of slumberetti spaghetti, but I have to tell you, before I kick this rather lame metaphor into the stands, that your plateful of numerals, smothered in a tomato-y sauce is not about to be enlivened with so much as a mini-sausage of innovation. So, if you-o no-o like-o this-o type-o game-o, but fancy a trip to planet football, then I cannot recommend that you book a berth on the **Championship Manager Italia**. Tasty though the original game undoubtedly was, essentially what you have here is an update disk — and, while we're on the subject, a single update disk which the stingy buggers at Domark require you to supplement with two blank ones of your own if you have neither the will nor the memory to install the game on your hard drive. It's true that you won't find a better managerial romp through Italian Football, but it's also true that you won't find another managerial romp through Italian football. There is, however, more than one superior management sim.

A500/600

Publisher: Domark
Developer: In-house

£29.99 Out Now

Hard Disk Installable

Mouse

Memory 1Mb | Disks 1

GRAPHICS 50%

SOUND N/A%

PLAYABILITY 80%

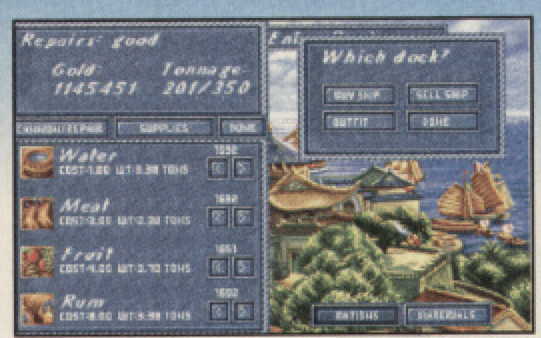
LASTABILITY 85%

OVERALL 75%

A1200 / CD32

It's a bit faster on the Twelver and definitely worth installing on the old hard drive, if you possess such a thing. A CD32 version would only serve to emphasise the graphic loveliness of this game. Zoff!


SAVE
££££££££££!
YES, COME ON, COUNT THEM, THAT'S £10!
YES, AN AMAZING £10 OFF! NOT £5, OR, YET £1, BUT AN AMAZING £10! OFF! THE GAME. SUPER STREETFIGHTER 2.
REMEMBER! £10 OFF! SUPER STREETFIGHTER 2
YES, THAT'S THE DEMO, AND MONEY OFF SS2 NEXT MONTH! PROMISE, SCOUT'S HONOUR!
THE ONE



The dock is where you buy ammo for your cannons and materials to repair your ship. You can also upgrade your temporary botches and, believe it or not, even buy and sell ships. Bizarrely, rations are also bought here, not forgetting the all important rum!



Here's a ship. Yep, you do see them from time to time. Make the most of it while you can, there's not a lot out there to see if you're sailing manually using the "unique 3D perspective". It might be unique, but it means lots of sea and little else.

HIGH SEAS TRADER

Andy Nuttall has never been to sea, swum in the river Dee, or drunk a pint of Worthington E. But he has played this game. Poor bugger.

Ever wanted to sail into the sunset? Visit ports of call known only to grizzled 18th century sea captains?". Sounds great to me, especially if *High Seas Trader* plays half as well as suggested by Daze's advertising department.

As the story goes, your Viscount father was an honest, upright man who opposed the actions of a corrupt and greedy Earl. In return for his troubles, he was stripped of all wealth, property, and his title then driven from his homeland. No surprises there. Your father ultimately died a sad and penniless man. It's now the 17th century, and you have grown into a proud, ambitious man determined to restore your father's tarnished honour, returning his wealth and title to the family line.

The basic idea behind this game is to make loads of cash, sailing the seven seas with your scurvy crew of salty sea dogs and trade, trade, trade. Steering your ship is achieved using a "unique 3D perspective "(more marketing), which makes a novel change from the usual overhead view that dominates this genre. Traditionalists still have the option to sail in a more conventional way using the services of the your first mate and a sepia tinted map.

Right: The ship indicates how close you are to your next medal. The stats must be a minimum average and a minimum for each skill. The higher the pirate on the mast, the higher your score. You must also buy an estate to store the treasures to win the game.

As well as having to sail and maintain your ship, you must hire an eager crew to carry out trade runs, mercy missions and battles in a supposedly accurate representation of life on the high seas. Ports offer opportunities to trade goods at the market, chat with the local merchant banker and visit the docks to stock up on sail cloth and rum. Alternatively, you can do the historically accurate pirate thang and hang out in grotty taverns drinking grog.

Your long term goal is achieved by a measure of your daring, honour, loyalty and nobility, with your various actions affecting these skills. There are five ranks to ascend to with a medal being awarded when you have achieved the necessary points to gain your next promotion. Along the way, you will also be offered treasures, vital to raise your status, and an estate in which to store your priceless collection.

Circle: This is your cabin. From here you can access all the important ship logs, bodge a repair job on your ship, adjust the amount of rations and wages your crew are paid and if things become really rather desperate, quit the game.

This is where you hire crew, take on passengers and cargo, as well as chat to the barman. If you're feeling really generous, you can buy your boys a round. Alternatively, you could pretend you left your wallet on the ship.

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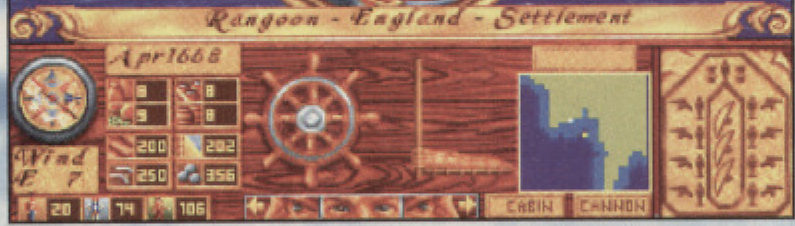
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As I chose to be English, from a choice of six nationalities, my home town shown here is Liverpool. The screen has no buttons, each area being accessed by hot points that light up as you move your cursor over them.

Left: Artwork wise, as can been seen in this shot from *High Seas Trader*'s intro, there's not much to fault it on. Boasting as it does delightful period graphics and er, lots of blue in the sea. Except when there's a storm. Then it's grey.

Below: This groovy cameo picture shown here through authentic tele-scope-o-vision lets you know exactly where you are and gives you the option to enter the town. Or not.



Below: This is one of six pictures that represent various towns and villages in the game. Strange thing is, all the staff and interior locations are identical to every other town and village. It really is a small world after all.

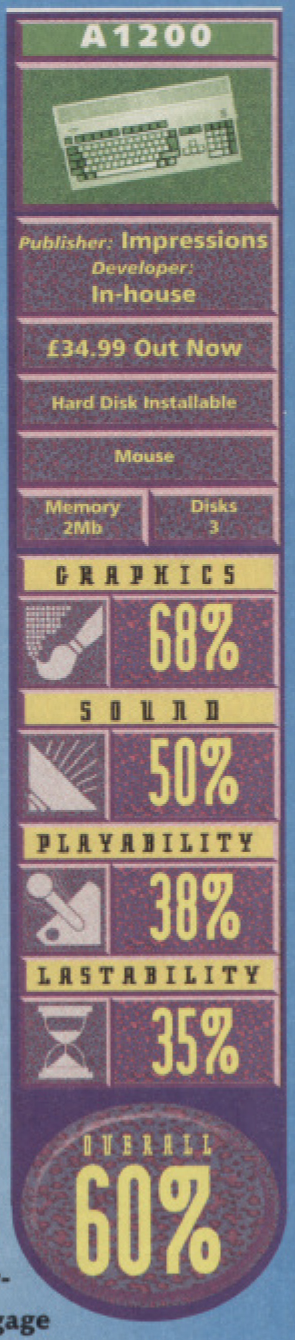




The medals are an indication of how well you're doing in the five levels of this game. You can earn four medals, the fifth level indicating you've won and restored the family honour. Yes, I did play the game for this long. Yes, I am that sad.

THE VERDICT

It sounds cliched, but I really wanted to like this game. Since **Pirates! Gold**, there haven't been many variations on the "sailing the Spanish main" theme. Regrettably, **High Seas Trader** hates me. Seizing every opportunity to anger and frustrate, it proves to be monotonous and quirky. Any game with the word "Trader" in the title is going to involve the lugging of goods from one location to another. The problem here, though, is that there's no incentive to do so. Cash? Sure, you can amount ludicrous riches from shipping arms to the Canary Islands and tea to London, but once you've made a few hundred thousand it dawns on you that there's no way to spend it. A visit to the shipyard looks promising, with several sea-faring vessels to choose from. Promising, that is, until the shipwright says you can't buy **that** ship because you haven't got enough experience. Yet another flaw: to get your daring rating up you have to engage other ships in combat. But, despite having an impressive BOOM! when you fire them, your guns are next to useless. You have no idea of range, lead time, or even if you've actually hit the enemy. They, however, have no problems, pummelling you from all ranges, and occasionally disappearing from sight. To catch up with them takes ages, with the 'auto' button the only alternative. This, as it turns out, is a bad idea, because the computer invariably arses it up horribly. Also, it doesn't earn you any daring points, so if you're crap at combat, you won't get anywhere. The last, most laughable, aspect of the combat section is boarding. No matter how large your army of cut-throats is, the enemy nearly always trounces them utterly. **HST** is a poorly programmed offering, with good ideas badly implemented. It could have been great, but it misses the mark by several million nautical miles.



CD32
A5/600

Nope, non, no-sirree Bob. There'll not be a HST on the A5/600 because of memory and speed limitations, and no appearance on the CD32 because of the lack of save game slots. Sorry, and all that.



MANCHESTER UNITED: THE DOUBLE

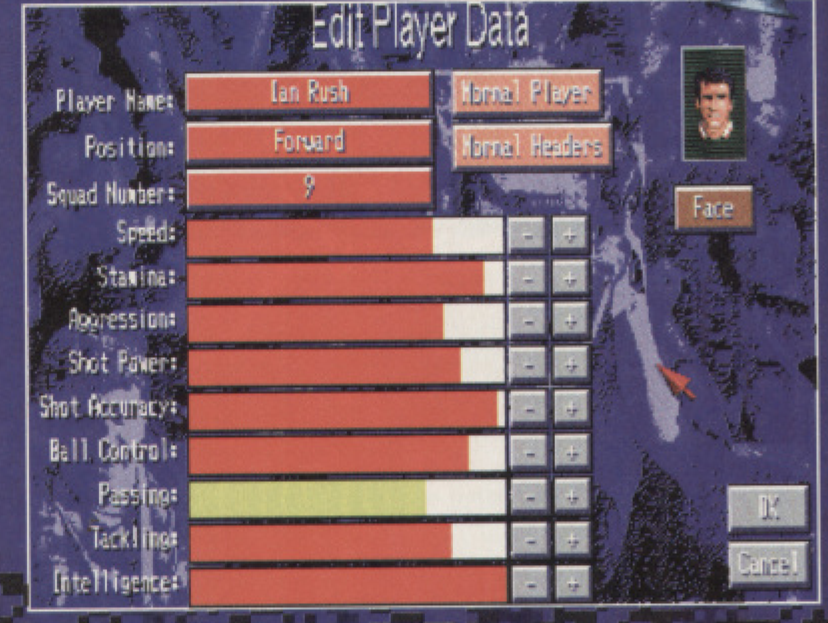
Manchester United might not be in the greatest position right now, but last year they did indeed win 'The Double'. What better time, then, to release a game celebrating that marvellous achievement? Er, a year ago, reckons Andy Nuttall.

Manchester United: The Double, then. 'Double' what, I wonder? Double cream, perhaps? Maybe doublet and hose, or a simple case of double-Dutch? By the time you read this it should be clear which team is to win the League this year; but at this time, dearest ones, it is not. Indeed Blackburn Rovers, led by the cheeky ex-Liverpool-ian (also, and more rightfully, termed 'The Reds') look far and away winners at this stage; which leaves Krisalis' fourth game in the Manchester United, er, tetralogy, in a spot of double-trouble. Aha-ha-ha!

I'd like to say at this point, that I've never been a huge fan of the *Manchester United* games; so if you are, then you might as well leave now. It's not because I'm a big *Sensi* fan, it's not because I'm a lifelong supporter of Liverpool; it's simply that the games, in my opinion, have always tried to build too much onto a football engine which is, at best, feeble.

Let's not kid ourselves. *Sensible* has been regarded as the best football game for some years, so it was only natural that when *Man Utd* appeared, there were certain similarities within the gameplay. But, the artificially high speed of the game, and general unrealistic behaviour of the ball were sufficient to make the menus, the options and, especially, the Tacti-Grid system more enjoyable to use that the game itself. Oops.

To this end, Krisalis has come up with a new isometric 3D pitch. Hurrah! Not only that, though, but also a smattering of newly and goodly features — a transfer market (missing on previous games), and the ability to create and play new leagues. But with the biggest change applying not to the game's structure, but the way it's viewed, has the newest and freshest Mancunian frothing missed the point?



Right: In the Editing options you can, quite literally, stick your plummy thumb into every piece of the *MU:TD* pie. Kit design, player name, team name... even the stats for each player — so sticking 'up' Ian Rush's stats to 100% would be as simple as a few mouse clicks. Silly, but possible.



I was going to make some quip about Cantona being injured, and point out how ironic it is — especially this being a Man U.-endorsed game. But having read Mr Currie's letter (page 17), illustrating how sad some 'jokes' can sound, I don't think I'll bother. Thanks.







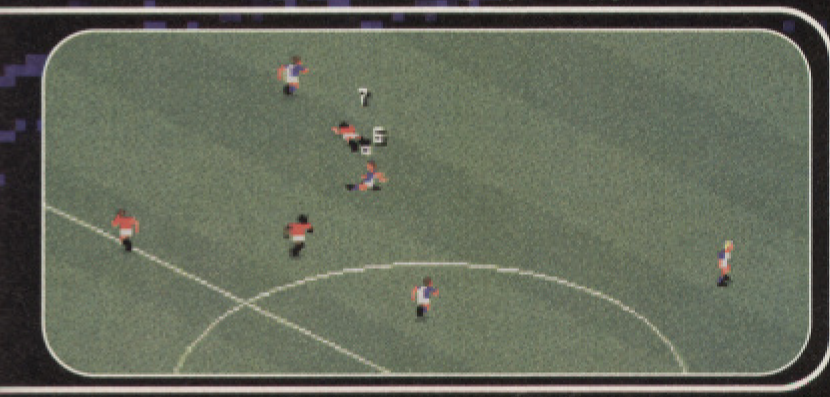
Below: In the spirit of today's game, fouling your fellow man has never been so easy. This particularly vicious tackle ended in a penalty, but some — most notably, ones outside the 'penalty area' — er, don't. It's also astonishingly easy to foul the goalkeeper — so much as sniff at his heels when he has the ball, and you do so at your own risk.

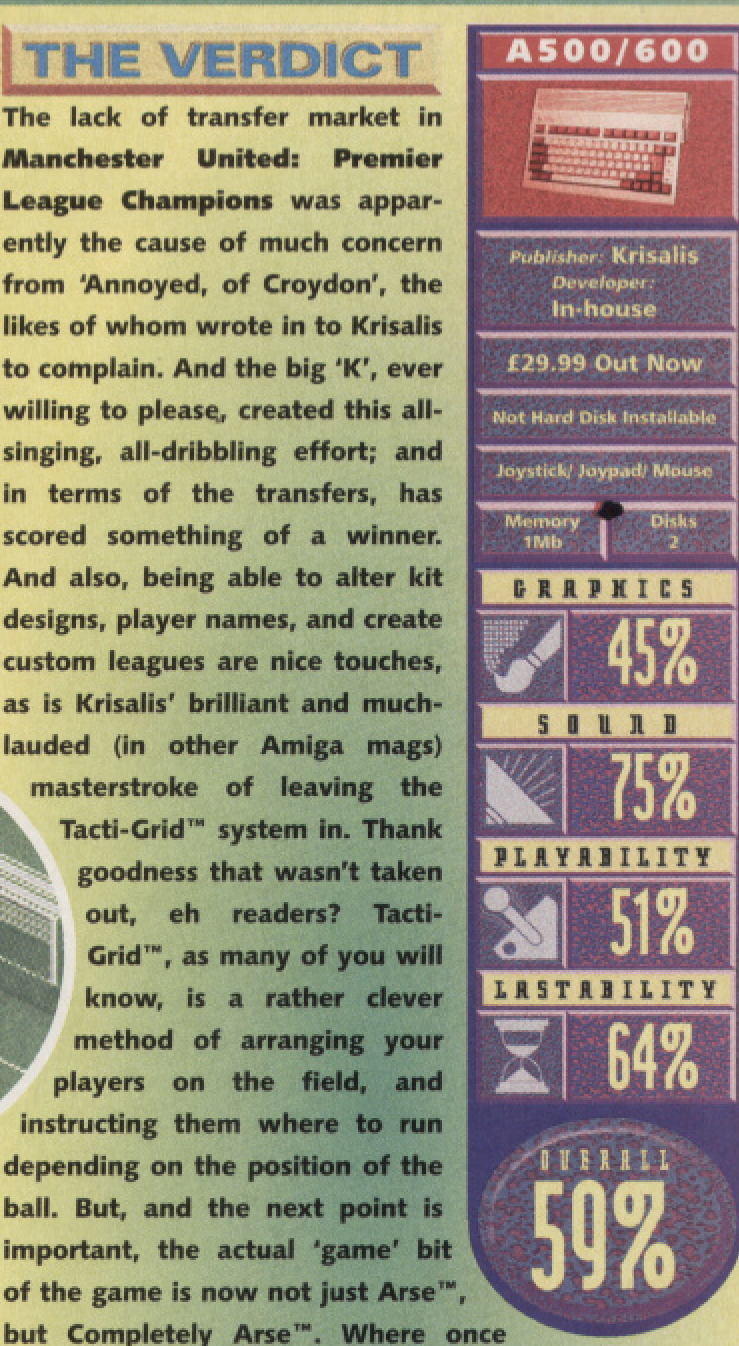


Circle: Goals aren't easy to come by in *MU:TD*, especially in the Premier League where the goalies are super-human. However, master the technique of swerving the ball, and they'll fly in like nobody's business. It's a rather odd technique, where unlike *SWOS*, you actually add the aftertouch before you kick the ball. Weird.



The player positioning is identical to that in *MU:PLC*, with the Tacti-Grid™ system still in evidence. But then, it always was rather a good way of telling your players what to do. A shame, then, that it's applied to such a — and I don't use the word lightly — crap game.



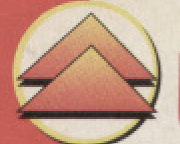


THE VERDICT

The lack of transfer market in **Manchester United: Premier League Champions** was apparently the cause of much concern from 'Annoyed, of Croydon', the likes of whom wrote in to Krisalis to complain. And the big 'K', ever willing to please, created this all-singing, all-dribbling effort; and in terms of the transfers, has scored something of a winner. And also, being able to alter kit designs, player names, and create custom leagues are nice touches, as is Krisalis' brilliant and much-lauded (in other Amiga mags) masterstroke of leaving the Tacti-Grid™ system in. Thank goodness that wasn't taken out, eh readers? Tacti-Grid™, as many of you will know, is a rather clever method of arranging your players on the field, and instructing them where to run depending on the position of the ball. But, and the next point is important, the actual 'game' bit of the game is now not just Arse™, but Completely Arse™. Where once there was a sillily quick and rather unplayable game, but one which I personally would let off because it looked a bit like **Sensi**, there now stands a huge isometric bottom of a pitch, with a similar view to **FIFA Soccer**. For all their listening to the punters, Krisalis seems to have overlooked the fact that the problems with the game lay within the engine, rather than the perspective — the graphic frivolity merely serves to accentuate the bad bits. The fact is, the game's still way, way too quick in Premier League mode, and turgidly slow in anything else. A decent level of control is possible, but not easy, and the jerky graphics in the game don't do the believable ball movement any justice. Apart from some discrepancies with the teams and their players, the background behind **MU:TD** is now very sound; but sadly the game itself just isn't a contender.

A1200 **CD32**

The CD32 version's been canned. That's the official line from Krisalis. But, you A1200 owners take heart, for this game does work on thine machine. It doesn't, incidentally, work on an original A500, even with 1Mb.



UPDATES..UPDATES...

Phew crikey! What is there to say about Updates that hasn't already been said? My suggestion was, that rather than wasting space with pathetic intros for Updates and Replays, we could have a nice picture of some elephants walking along in a chain — you know, holding each other's tails with their trunks. Anyway, as you can see, no-one else thought so. Shame that, eh? (No, Matt. It's a feeble idea. — Andy.)

PGA EUROPEAN TOUR

CD32 ● Ocean, £27.99



PGA European Tour is THE best golf game available on the Amiga. Make no mistake, and mistake no make. That it is, is that, it is not is not. That is it, is it not? There are a number of 'good' golf games around for ye olde humble Commodore door-stop, but none that are so pretty, so user-friendly, and so damn gripping to play. I've just played Andy a full lunchtime tournament, and if it wasn't for the fact that the game crashed just as I was about to take the deciding £30,000 prize money over onto the last hole, well, things were getting pretty hot I can tell you.

PGA Tour succeeds where others fail by treating the player exactly as it should (i.e. a complete fool.) As soon as the ball has landed (all shown in glorious TV-coverage-camera-O-vision) the machine has already selected the correct club for your next shot, as well as having lined you up and set the power scale to a sensible one.

Though I often criticise games such as this for being nothing more than a reactions test, there's something about *PGA* that actually tests both your reactions and your cool. Consistency is the key here, and as you go for harder shots, any inaccuracy on your part will be penalised more heavily. This become doubly groovy when you come to play against similarly skilled monkeys (Harry included) as each slight mistake can completely change the outcome of the game.

Along with all of these gameplay commendations, I have to say that *PGA* looks as pretty as a golfing pie with sugar sprinkled on top, and the sound effects include babbling brooks and birds going 'tweet'.

The CD32 accepts a mouse (which makes things a lot quicker) although the joypad feels fairly okay, and the CD itself means that accessing the various over-head maps and on-green contour guides is a speedy affair.

So, what I'm trying to say is, that *PGA* is about as good as you're gonna' get right now, and if you're looking for a golf game you'd best just go and buy it.

OVERALL: 88%

SUPER LEAGUE MANAGER

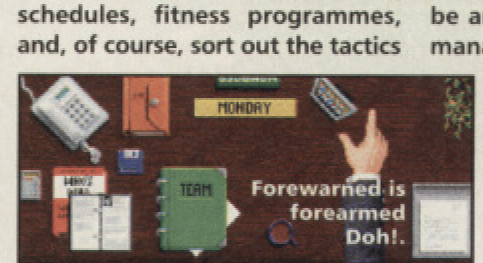
CD32 ● Audiogenic, £29.99

Super League Manager received a real mixture of marks from the Amiga games press. Audiogenic's Peter Calver got all upset with me because I gave his game 52 percent, after another mag had given it something in the high 80s. Ah, but then someone else gave it 34 percent, making me look quite generous.

If you're familiar with Audiogenic's *Rugby League Manager*, then essentially, you've played *SLM* already. To suggest that the games are similar is a bit of an understatement, and this was really the crux of my argument against awarding it a higher mark. You play the role of a footy team's manager, and with the aid of your trusty desk and accessories (hair bands, bangles, and ankle bracelets, I imagine. — Andy.) organise their training schedules, fitness programmes, and, of course, sort out the tactics for each game played. You also have to look after club members' requests for signed photographs of their favourite strikers, (Swan Vestas, I imagine. Again. — Andy.) as well as deal with the club chairman every time he phones you up and shouts like a nutter.

As far as this being a CD version goes, there's not really a lot to talk about. The music still remains, er... shall we just say 'poor' (don't want to upset Audiogenic again now, do we?), and the graphics are straight out of its floppy cousin (with the exception of an on-screen numeric pad). The interface is, again, that rather strange 'long arm' pointer, and as you'd expect from a management sim, there are statistics flying around all over the place.

Still, this doesn't pretend to be an enhanced version, and if management games are your cup of tea, you might still want to have a look. For me, though, I have to say, this is an average and dated release.



Forewarned is forearmed Doh!.

OVERALL: 50%

SHADOW FIGHTER

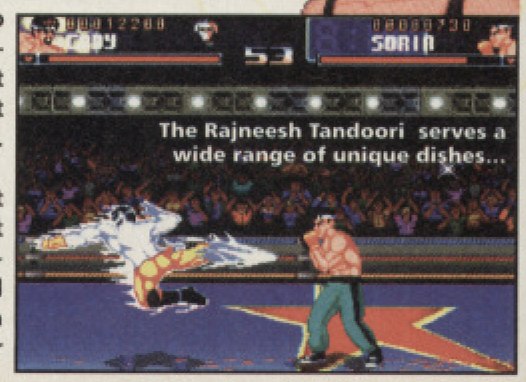
CD32 ● Gremlin, £TBA

With the impressive-looking *Super Street Fighter 2* nearing completion, there's a chance that this could be the last time I get to say that I think *Shadow Fighter* is the best beat-'em-up on the Amiga. So, er... I think *Shadow Fighter* is the best beat-'em-up on the Amiga. There. I've said it.

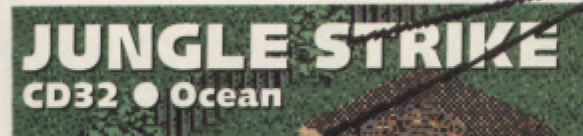
I'm sure some would say that *Mortal Kombat II* is more impressive, in as much as that it's an extremely accurate conversion, but I've always preferred the more colourful graphic style of the *Street Fighter 2* clones to the messily digitised *MK* characters. I happily awarded *Shad' Fight'* an impressive 90 percent when it came out, and now that the CD32 version has landed on my desk, I'm expecting more. But...

Well, it's always a shame to see a wasted opportunity, and with a CD32 version not only offering the possibility of more visual treats (such as nice intros or character shots perhaps) but also the full six-button joypad, you'd think that Gremlin would have put more into this version. But no...

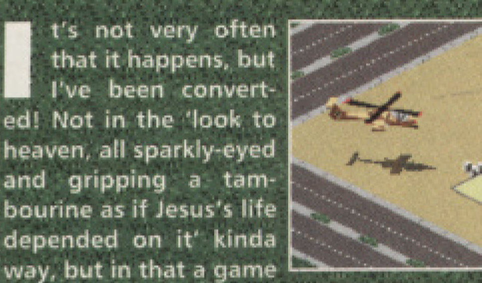
I'm afraid to report that this is the best part of identical to the original version we saw, and though you do get a slightly more consolular feel with the joypad, it seems a tad strange to be limiting yourself to just the one fire button. Still, as far as Amiga beat-'em-ups go, *Shadow Fighter* certainly has more to offer than many of the pieces of pap we've been subjected to in the past, and with a


The Rajneesh Tandoori serves a wide range of unique dishes...





JUNGLE STRIKE
CD32 ● Ocean





"I'm going to fill her up," said the big chopper.

It's not very often that it happens, but I've been converted! Not in the 'look to heaven, all sparkly-eyed and gripping a tambourine as if Jesus's life depended on it' kinda way, but in that a game I previously believed to be pap has in fact turned out to be rather superb. I'm referring to *Jungle Strike* here, and though I've always considered it a sluggish and yawnsome affair, after a few hours play, I'm actually feeling a mite hooked.

For those of you not in the know, this game is the sequel to the successful Mega Drive Conversion, *Desert Strike*, and is based around a number of multi-tasked missions, performed over a number of varying terrains, in a number of different vehicles. The gameplay is all fairly standard, and follows the *Zeewolf/Jetstrike* step-by-step progression: so, for instance, firstly you need to take out a certain number of enemy watchtowers; then, once that task is completed, you move on to destroying enemy helicopter pads; and finally move deep into enemy territory to rescue a number of hostages.

Controlling your chopper is a little bit tricky to start with, but thanks to a very generous targeting adjustment, as long as you're sort of on-target, the guns will home in for you. The weapon controls are much improved on the CD32, simply because the joypad allows you to have a separate button for chain gun, Hydra missiles, and Hellfire missiles. The remaining button gives access to the map and briefing screen, where targets and objectives can be reviewed, and craft condition and supplies can be checked.

Jungle Strike is by no means an easy game to master, and you need to employ a fair bit of strategy to survive a mission with helicopters to spare. As with the original *Desert Strike*, extra fuel, weapons, and armour repair kits can be collected along the way by use of an intelligent hoist system. This basically detects whether there are any packs to be collected and lowers the hook, or, if there are hostages around, will drop a ladder — which must then be collected and nailed back to the helicopter. Not really. Only joking. Aha-ha-ha! (But only just, I notice. — Haz.)

Jungle Strike is perhaps not as arcadey or shoot-'em-up-y as *Zeewolf* or *Jetstrike*, but it is extremely rewarding, and tests the old noddle into the bargain. Which is no bad thing.

OVERALL: 87%

...including Ocelot Phal and Totty Brindi Bahjee.

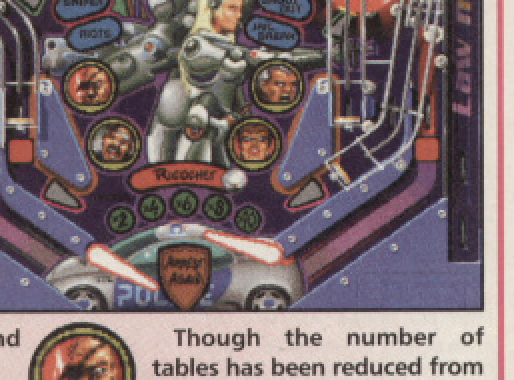
fair old selection of characters to choose from, it doesn't really leave you longing desperately for much more.

The speed of loading has, fairly obviously, improved, and the swapping of disks is a thing of the past. Other than that, it's all as before; and though I'm disappointed, I'd still erect several, er... things in its defence as the best slapping game around. Shame though, eh?

OVERALL: 88%



PINBALL ILLUSIONS
21st Century, £29.99



21st Century have always had a monopoly on the pinball side of Amiga games, and though a couple of pretenders have come and gone, they remain the only company who appear able to give us a believable simulation involving balls. And gravity. And other stuff.

Crazy wild Welsh Boy, Andy Nuttall, got all frothy and excited (but then the sheep left! Boom boom. — Harry.) when *Pinball Illusions* appeared at the beginning of the year; squatting gently and laying an enormous 91 percent on the pavement. The CD32 version is now available, and though I shan't be displaying quite the same level of uncontrollable ecstasy, it has to be said that it's a damn good game. And (as I like to add in these situations) no mistakin'.



Though the number of tables has been reduced from the traditional 21st Century 'four' to a, er... less traditional 'three', it doesn't really matter because what IS there is absolutely superb. The three tables are; Law 'n' justice, BabeWatch, and Extreme Sports. The main reason for the game's success is that not only is the overall feel of the game spot-on, but the table designs are incredibly good fun to play on. Ramps, bumpers and, well, all your pinball table favourites really, are cleverly placed about the place, along with tons of features and special targets to be pinged and, er... ponged.

As you can probably tell, I'm struggling to fill space, but the thing is, *Pinball Illusions* is just a simple-but-groovy game, and other that playing it yourself, there's no real way to fully explain the many delights on offer. The CD32 joypad is fairly comfortable to use, and though you can accidentally quit out of a couple of tables by hitting the wrong button when you're getting used to the damn thing, it's easy after a few games. So there you are. Great.

OVERALL: 90%



REPLAYS!

When Commodore went bust we thought we'd be seeing rather more of these little tinkers. But we reckoned without Old Father Escom; so rather than taking over the whole mag, thankfully the Reps still live happily in their own little corner. Bless 'em.

HELP! COMPILATION

Accolade £39.99

Charity efforts are usually pretty mediocre, relying more on a punter's goodwill rather than offering him or her a decent package. Accolade's *Help!* bundle, however, should raise more than a few quid for charity as, overall, it's one of the best compilations we've seen for a while.

There are six games, the first of which (if we take things alphabetically), is *Cool Spot*, Virgin Interactive's smart little platformer. The premise is simple: collect a set number of Cool Points on your way to the exit, rescue your mates and move on to another location. But even though there's nothing new or original about *Cool Spot*, it's a joy to play, thanks mainly to the level designs which contain loads of hidden areas that give access to lots of bonuses.

Don't let the fact that it's a licensed character playing the lead put you off. *Cool Spot* is indeed a rarity — substitute CS for any other sprite and the game would stand up on its own. But the little red circle's incidental animations really add to the enjoyment — and that's something you couldn't say about most licensed games.

From 'C', we move rather pedantically to 'D' and one of the most playable shoot-'em-ups money can buy. *Desert Strike* was originally a console hit — and quite right too. One of its strongest points is that the premise is so believable. In a bizarre mixture of fact and fiction, you are pitted against an evil Middle East dictator who is intent on taking on the Western World. The action takes place over several missions, each broken down into four of five set goals that have to be completed in order. These vary from blowing up airports to rescuing allied scientists — but each is by no means easy.

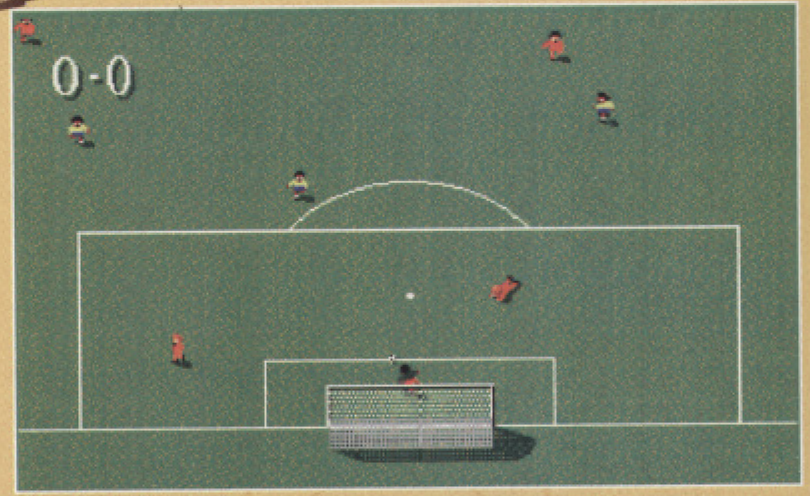
The chopper you command is easy to handle. A co-pilot sits next to you operating the winch whenever there are supplies or prisoners to pick up, but the rest of the functions are down to you. Although the majority of your time is spent blowing things up, a good deal of planning needs to go into every strike. And it's this mix of strategy and action that makes the game such a joy to play. *Desert Strike* originally scored 93 percent here in *The One*, and it hasn't dated one bit.

Humans, from Mirage, promises much but delivers significantly less. It's essentially a puzzle game with some nice characters and locations, but unlike most successful teasers it lacks one vital ingredient — a sense of urgency. Like *Lemmings*, you must get your gang to an exit within a specified time limit. But rather than instructing your *Humans* with a simple click, you switch between them and move them individually. Okay, so far so good, but the overall pace of the game is so slow that combining their individual talents to overcome an obstacle is tedious in the extreme.

Pushover, another puzzler, is a much better game — mainly because it really is frantic in places. Imagine a computerised version of *Domino Rally* (the ace toy that only posh kids had) and you'll have the right idea. As G.I. Ant, you have to arrange a set number of bricks in such an order that when you give the first one a push, they'll all topple over and open an exit. The first ten levels are easy, but the remaining 90 are no pushover. Great fun, and fiendishly addictive.

Road Rash is the ultimate boys' game, mixing two testosterone-heavy activities; motor bikes and fighting. You can't really describe it more accurately than that — just race along hitting your opponents with whatever weapons you can get your hands on. Minor points can niggle: the scrolling leaves a little to be desired, and the action can become a little samey. But if you're prepared to forgive the lack of spit and polish then a good time can be had here.

Last up comes *Sensible Soccer*.



The best game ever? That's all I'm prepared to say about this.

With the exception of *Humans*, the games included here are all what those in the biz dub 'Triple-A' releases — premium products that should sell bucket-loads. And while the games here are getting on a bit, they remain as playable now as they were a couple of years ago, which, I suppose, makes them timeless. [AN].

OVERALL 88%

BRUTAL FOOTBALL

Kixx £9.99

The first of Millennium's *Brutal Sports* range, released towards the tail-end of '93, takes American football, substitutes the players for barbaric monsters and chucks the rule book out the window. The result is a sports game bearing more relation to a video nasty than real life.



All the usual options are present. You can play against the computer or a mate, in single games, or leagues and tournaments. The control system is quite instinctive, employing the usual 'short tap, long press' method favoured by most games of this ilk. But that's where comparisons between this and most the other sports simulations end.

Anything goes in *Brutal Football*. You can punch, kick and maim the opposing team. But perhaps the most satisfying move is decapitat-

WILD CUP

Kixx £9.99

Released just in time to catch the wave of football interest generated by last year's Soccer World Cup, this second *Brutal Sports* title side-stepped the inevitable comparisons to *Sensible Soccer* by making it so over-the-top that it simulated not just soccer but shooting people in the face. Unfortunately, it failed to include a decent game.

The pace of *Wild Cup* is much slower than most football games. The ball, too, seems to be affected by some strange kind of gravity as it tends to stop dead on occasions and stick to the players' feet. Indeed, there's something not quite right about the whole game. It's nowhere near as polished as *Brutal Sports Football*, and some nasty glitches could lead those more cynical than us to believe that this is as a result of a hasty original release to cash in on the World Cup.

But perhaps the most annoying aspect of *Wild Cup* is the fact that you can often run down the centre of the pitch blasting away with a gun, easily clearing a path for you to shoot (this time in the football sense) into the goal. This is by no means a fool-proof system, but it can happen three or four times a match, so is there any point in practicing your passing skills?

It's strange that Kixx has chosen to release both *Brutal Sports Football* and *Wild Cup* in the same month, as the former really is in a different league (doh!). Unless your hobby is collecting every Amiga football sim I'd invest your money elsewhere. [MB]

OVERALL 61%

LEGENDS OF VALOUR

Kixx £12.99

It's worth remembering that while many attribute the popularity of 3D games to a PC blood-fest called *Doom*, back in 1992 a man by the name of Kevin Bulmer unleashed perhaps one of the most original and ambitious 3D games of its time, *Legends of Valour*. The game is set in the city of Mitteldorf, a trading post on the island of Wolfbrood. You play a young adventurer new to the city, looking for a bit of excitement. And this is the beauty of *Legends of Valour* — what you do next is totally up to you.

Be it just wandering from tavern to tavern or joining one of the mysterious Guilds, the action is non-stop. There are hundreds of townsfolk wandering around — some good, some bad — and there are plenty of secret missions to tackle. There is no set path to follow at all — you have total freedom of movement and can behave as you wish. Of course, there are lots of situations where fists do the talking, and becoming proficient at combat is usually the best way to guarantee safety.

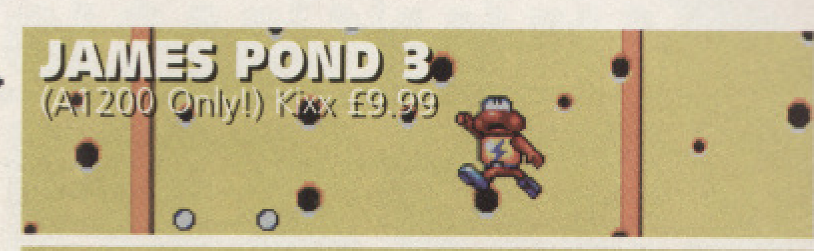
The 3D technology is still quite impressive and fast-moving (you can adjust the size of the window to suit your speed needs). But for all the glorious visuals, it's the game underneath that shines through. Like the other 3D epic *Frontier*, this is a game you could be playing for a lifetime. [AN]

OVERALL 88%

ing any player that gets in your way. This violence isn't particularly realistic, but it's quite graphic (indeed, it was all too much for the Germans who forced Millennium to change the blood from red to green and declare that it was robots fighting it out, not monsters).

Brutal Football is not as frantic as the undisputed king of futuristic sports sims, *Speedball 2*. But it does offer an entertaining diversion from the run-of-the-mill sports games that tend to rely on cartoon graphics to inject a degree of humour. And for a tenner, you could do a lot worse. Like *Wild Cup Soccer*, for example... [MB]

OVERALL 82%



JAMES POND 3

(A1200 Only!) Kixx £9.99

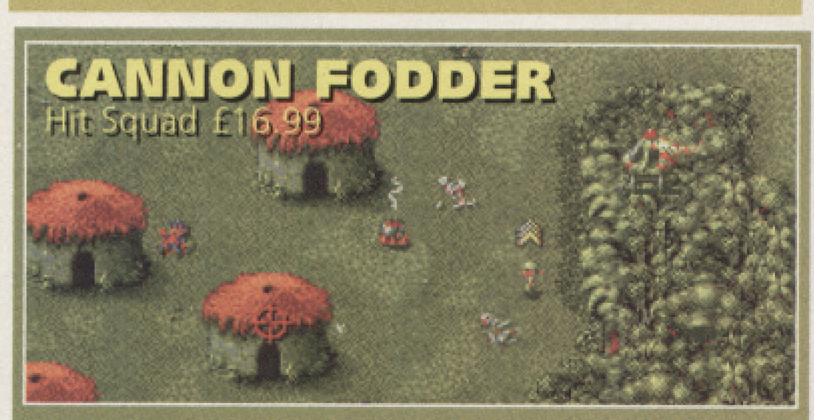
Millennium's ubiquitous fish-faced hero's final outing is certainly his best, boasting more levels, more action and more fun than the previous two (discounting *The Aquatic Games*, because that bit is really arse).

The 'plot', if you will be liberal enough to allow me to misuse the word, is the oddest of the lot. A space shuttle containing three FI5H (aha-ha-ha!) agents and a top-secret defence satellite has crash-landed on the moon. This would be worrying in itself, but add to this the fact that Dr Maybe is on the moon mining cheese, and you can see why this truly is a job for the fishy secret agent. Or a drugs rehabilitation clinic.

So, *James Pond 3: Operation StarFI5H* is Millennium's attempt at 'doing' a *Sonic* for the Amiga. Whereas yer *James Pond 2* was more *Mario*-inspired and, by definition, much slower, this positively speeds along. James himself has obviously been on a bit of a diet because he's looking leaner and fitter, leaping vast gaps and racing up and down huge mountains. Perhaps the biggest difference between this and the other *Robocod* games is that it's hard — harder than fossilised pork-pie, or the bones of a frozen pasty. With 111 levels — each of which is massive — and bags of devious enemies, it's unlikely that your average Amiga player will manage to battle through to the end.

But don't let that put you off. *James Pond 3* is certainly worth persevering with, and at a miser-tongueing Ayrton represents absolutely stonking value for money. Or indeed, anything else I can think of. [HA]

OVERALL 86%



CANNON FODDER

Hit Squad £16.99

Cannon Fodder is a bit of a classic. In terms of sheer playability it's on par with its sibling *Sensible Soccer*, and the chaps tell me that it is the most instantly accessible shoot-'em-up ever. Pever. Wever.

For the uninitiated, there's no plot, no reason, no background information — just pure arcade action, which is the jargon we reserve to mean 'shooting people'. The instruction manual could be as wee as this review, because the control method is easy as an Easy and Mushroom pie. All you need is a mouse and two fingers and you're away.

Unlike its sequel, the imaginatively-titled *Cannon Fodder 2*, the difficulty level is perfect. You're given a few levels to familiarise yourself with the game's mechanics, and then it's off into battle, against a host of set pieces designed to tax even the hardest games player.

Along the way you can hop into tanks and skidoos which, amusingly, can be used to run over any enemy soldiers that are foolish enough to stand in your way. Additional weapons can also be collected and directed at enemy installations, with some pretty explosive results, I can tell you. It's just possible that there is one Amiga owner out there that doesn't possess a copy of this completely ace blast-fest and if that's YOU, then I suggest, Mr Pants, that you drop everything, take yourself in hand pronto, and GO AND BUY THIS GAME! [HA]

OVERALL 92%





ROME AD92

Kixx £TBA

Those of you with a sharp eye and a keen knowledge of all things Amiga will no doubt notice the striking similarity between *Rome AD92* and Millennium's previous isometric adventure, *Robin Hood*. Both games used the same engine, but whereas professional Outlawry in rural Nottinghamshire was too easy, becoming Emperor of Rome is a a bugger of a job.

You are (or sort of 'are') Hector, a slave in a bit of a tricky situation. He's stranded on Herculaneum, an island that is about to be destroyed by a volcano. Being a slave, Hector has no rights, and so must find some way of scheming his way up the social ladder.

You don't control Hector directly. Instead, instructions can be issued to influence your character. Generally, he'll obey your orders, but leave him alone for a few minutes and he'll start to wander off and do his own thing.

As you near your ultimate goal of becoming Emperor, the game evolves from simple arcade adventure to an almost full-blown military sim. You get to command a bunch of legionnaires through several missions, and failure in battle, oh woe, results in the end of your game. Eheu, etc.

However, there's an overall lack of polish in *Rome*. The scrolling is abysmal, and I reckon it could 'do your eyes in' if you play it for too long. The conversations are far too limited — an open-ended approach like most graphic adventures would have gone down a lot better. But at the end of the day, Claudius, *Rome AD92* is a decent attempt, and occasionally pretty engrossing with it. [AN].

OVERALL 78%



TORNADO

Action Sixteen £16.99

Oh arse. Look, you people think that a reviewer's life is easy, don't you? Okay, so you can play all the latest releases, but once in a while a game comes along that is so sodding awful that it affects your entire personality. And, yes, *Tornado* is one of these.

To be honest with you, I'd forgotten how awful it was, and — indeed — still is. I didn't originally review it, but as *The One*'s official aeroplane-stroker, I decided to play it as part of my extensive research programme. Mind you, I only gave it about half-an-hour, but let me tell you I was dribbling onto my pillow months after the horrible, horrible event. It's okay now, though — I can talk about it.

Tornado, in one of those rib-tickling paradoxes that make life 'fun', is tediously slow, about as uninspiring as a crab-paste sandwich, and about as much fun as licking slugs off the pavement (Mmmm. — Andy.).

A flight sim usually requires fast reactions as you dash about the skies, destroying enemy installations and doing Tom Cruise type things with your eyebrows. Press the appropriate key to roll left in *Tornado* and a couple of hours later the plane may react — though I wouldn't put my house on it, and by which time you've flown slap-bang into a mountain.

The fact that there are only quotes from PC magazines on the back of this box should prepare you for the ripe cheesiness of *Tornado*. The PC version may have been quite slick, but on the Amiga this is one bird completely covered in oil. [HA]

OVERALL 34%



GAMER GOLD

Grandslam £29.99

Hmm, first up on this Grandslam compilation is a curious creature. It's not everyone's cup of tea, I know, but I am an enormous fan of *Jetstrike*. The games playing public seem to be split very definitely down the middle on this one; they either write in telling me that I'm a complete prat and should stop going on about the game, or they phone me to say that they think I'm the only journalist who's actually played this 'brilliant game'.

I'm not going to harp on about how easy it is to take one look at the game and dismiss its poor graphics — thus missing the tightly packed and excellent game play within (er... but you just did, mate. — Harry.). but it's one of those games that has to be persevered with to find out what the game's actually like!

As it happens, it's nothing more than a string of simple missions, er... strung together to make one lasting challenge of a game. That is, of course, if you have the patience to master the rather awkward controls. This aside, there are tons of crafts to choose from, tons of groovy weapons to lob at things, and the CD32 controller going quite a way to making the game more accessible. Still not convinced huh? Oh well, I tried!

Nick Faldo, though not my favourite golf game, is certainly one of the more competent offerings we've seen on the Amiga over the past few years. Nowhere near as helpful, user-friendly (or idiot-proof for that matter) as the supreme CD32 *PGA European Tour* (see Updates) it is, however, an attractive offering.

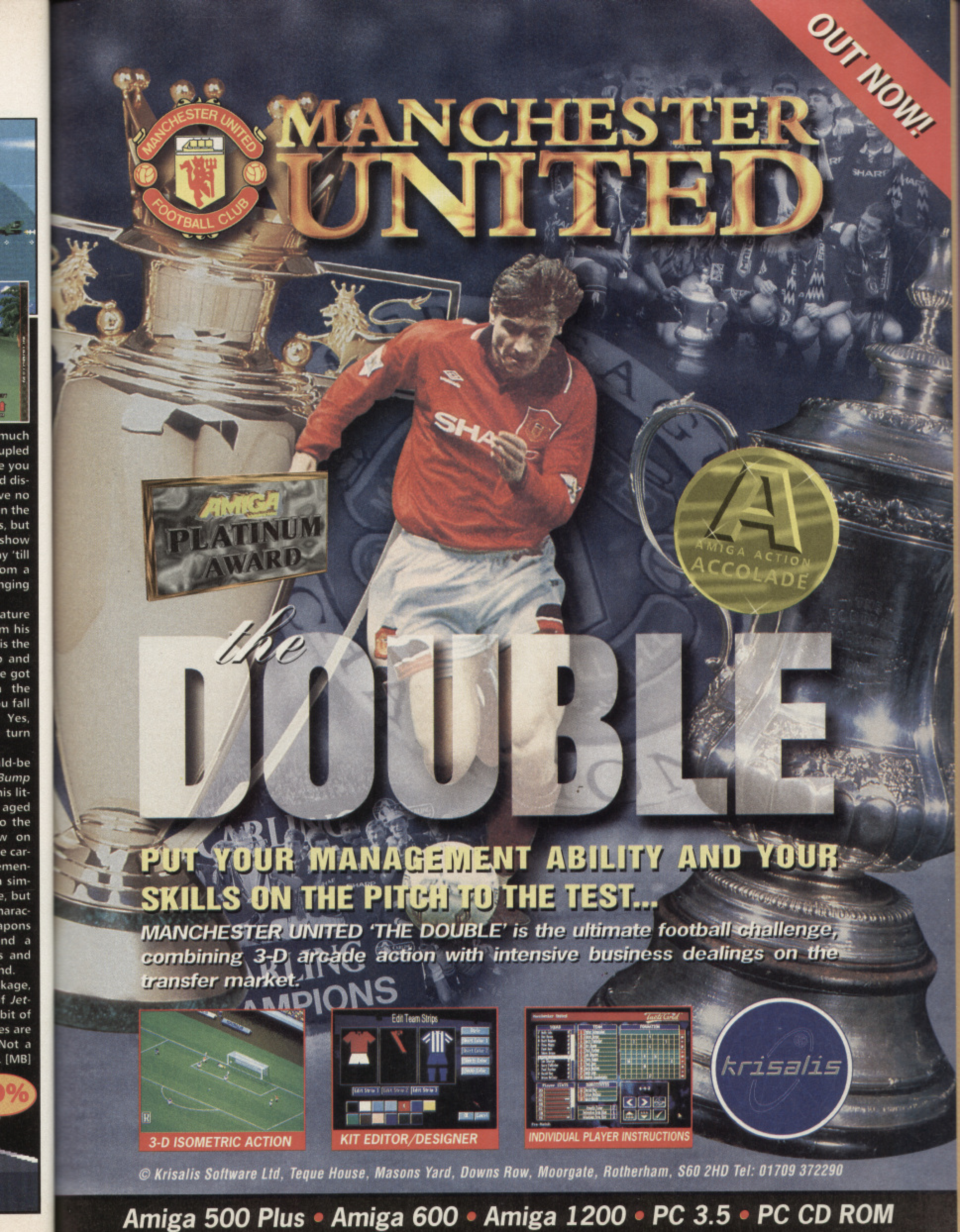
Whether you'll like it or not really depends upon how much of a golfing fan you are, coupled with how much knowledge you have as far as club types and distances etc. I personally have no interest in walking around in the rain with a big sack of sticks, but if a computer is willing to show me how to hit a ball, I'll play 'till the cows produce milk from a small collection of teats hanging from their bellies.

The only annoying feature with *Nick Faldo* (apart from his extraordinarily tight pants) is the smug caddy that pops up and talks to you. "Hmm, you've got to take the rough with the smooth" he pipes when you fall in the rough. Aha-ha-ha. Yes, very clever. Still, you can turn him off.

And lastly is the would-be *Mario Kart* challenger — *Bump 'n' Burn*. I'm a big fan of this little title, and though it has aged fairly badly (mainly due to the other driving games now on offer) it's still as close to the cartoony feel of the aforementioned SNES success. It's a simple one-player racing game, but features tons of amusing characters, loads of toy-like weapons to throw at enemies, and a whole plop-load of tracks and themed arenas to race round.

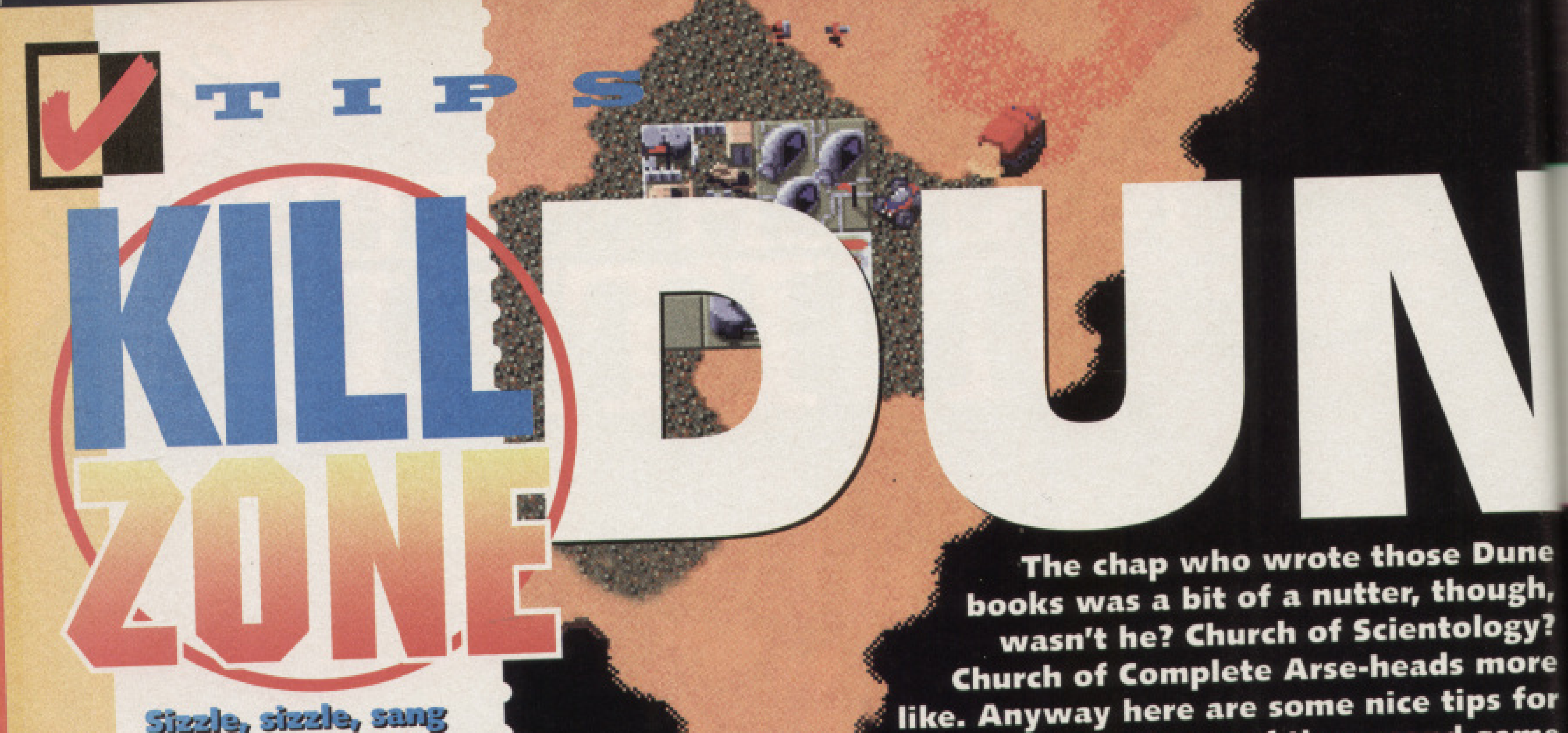
This is an excellent package, and with the exception of *Jetstrike* (which does need a bit of practice on) all of the games are quite instantly playable. Not a bad little compilation at all. [MB]





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KILL ZONE



The chap who wrote those Dune books was a bit of a nutter, though, wasn't he? Church of Scientology? Church of Complete Arse-heads more like. Anyway here are some nice tips for the budget re-release of the second game based on those spicy pot-boilers.

Sizzle, sizzle, sang the sausage in his little pan
It's great to be a banger in a hippy camper-van
The ride is good,
The views are nice
I get out when I can
And best of all the driver is a veg-e-tar-i-an. We sit around the fire at night and sing religious songs to praise the Cosmic Fork that pricks us with celestial prongs.

It is best to order or build more harvesters so you can get lots of spice very quickly. The extra harvesters can be built in your Heavy Factory, or ordered from the Starport. Without the Spice Refinery you cannot get any more credits, so if it is destroyed you are virtually doomed unless the enemy is close to defeat. Always build your refinery in the most accessible place, usually on the side of the base facing the major spice deposit. This will enable you to get in and out as easily as possible.

The Starport is essential on the later levels because you can buy things much more cheaply than you can make them. Every time you visit the prices will change so keep exiting and entering until you get a good bargain.

the three families have their own choice of weaponry available, and you may not be able to build some of them. Try attacking the factories until they are in the red zone and then moving in a infantry soldier onto the building to capture it. You can now manufacture the required weapons such as the Devastator tank. If you are on the receiving end of a Devastator, use a Deviator to switch it's allegiance, get it as far away as possible then either attack the enemy if you have enough time or just self-destruct it.

At the start of a level, use all-round defence, either units on guard on the earlier levels or rocket turrets on later ones. Place the turrets surrounding the outer perimeter so they won't interfere with any future structures you may want to place. The enemy will often transport in troops using carry-alls on any side of the base. After these first few encounters they will then concentrate on the side of your base which faces theirs. The only exception to this is the Emperor - he often airlifts in Troopers to aid Atreides on later levels. Once you have worked out which side they are attacking, the best form of defence with vehicles (before Gun Turrets are available) is to form a large L-shaped pattern radiating from the corner of your base, which the enemy will then blunder straight into, getting totally mauled by the numerous guns trained on them.

On the last two levels, it is possible to build a palace once you've constructed a Starport. It is very well armoured, free to repair and gives you access to your house's special skill. These special abilities are a Saboteur, Death Hands or Freman. The only drawback is the cost - 999 credits!

It is vital that you attack the enemy bases. The best way is to first send out a sacrificial scout. Send him up to their base - usually found in one of the top corners - and try to cover as much ground

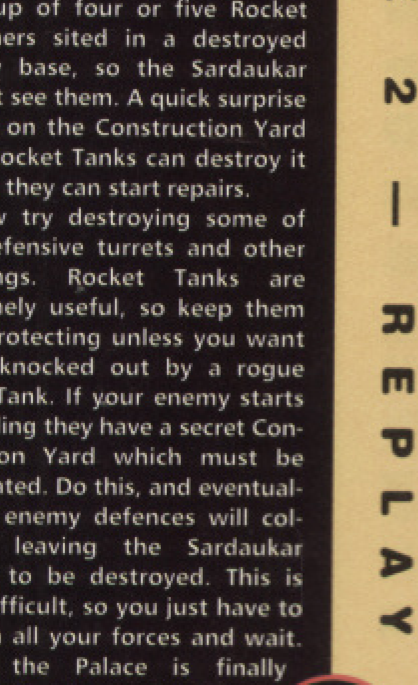
NE II

around their base as possible. Locate the Construction Yard and Spice refinery. If he survives, immediately retreat him and get him back for repair. For this mini-mission, use a fast Trike which is relatively disposable. If, on your travels, you spot a small circular mound in the sand, this is one of the small bonuses mentioned in the manual. You can either drive over it or shoot it. If you shoot it and it was a spice bloom then good. If it contained hidden credits then these will be lost. Driving over the mound is more dangerous. Exposing a spice bloom will cause that unit to explode. Try sacrificing a unit which is in the red zone due to battle wounds so the risk is low.

When attacking, build up a small force of the best vehicles possible, and place them right in a corner on the opposite side to the enemy on solid worm-proof rock if possible. (When choosing the mission at the start of a level, pick the territory with the most dark areas, most rock because this will provide more building land and keep the dreaded sand worm up near their base.) Now if you sneak these units right across the border of the screen, they can infiltrate the enemy base virtually undetected.

Head for the Construction Yard and position the units around it for maximum fire power. Watch out in later levels and check that there isn't more than one Construction Yard. Once it is destroyed, move onto the Spice refinery and then onto the lesser buildings. By sneaking up on them in this way, you can destroy the base from the back without alerting the guards at the front.

Until tanks are available, exploit your Harvester to its full. It is a tracked unit, and can be used to squash any enemy troopers or infantry sent to attack the base. The Harkonnens like to send in units of Heavy Troopers which are difficult to wipe out any other way.



On the lest two levels, both opposing houses team up against you. If you just accommodate the extra attacking units and take each house individually following the same attack plan. things should go your way. On the final level, you face the two enemy houses and the Emperor's Elite forces. Compared to the rest of the game, this level is much harder, but if you persevere you will still win.

The enemy will consistently attack in large numbers. The Emperor and the Harkonnens will both rain in Death Hands on you, so don't forget to regularly save your position. Between all out defence you must launch attacks following the plan although your base is under siege from the beginning.

Their bases are widely spread usually up in the north, so use Ornithopters to recce them and find the Construction Yards - there's probably more than one for each base. Concentrate on them one at a time, and try to capture any special armament-making factories which are often situated in strategic positions close to other enemies' bases.

It is best to leave the Emperor's Sardaukar Base until last. He has large numbers of elite units, coloured purple. The Sardaukar's Troopers are very hard to kill unless run over by a tracked unit. They also have their Construction Yard very heavily guarded with a further one hidden away in a corner, so explore the map fully. The rest of the base has a double strength defensive wall around it with lots of Rockets Turrets. The best way to destroy the base is by taking the Construction Yard with a group of four or five Rocket launchers sited in a destroyed enemy base, so the Sardaukar cannot see them. A quick surprise attack on the Construction Yard with Rocket Tanks can destroy it before they can start repairs.

Now try destroying some of the defensive turrets and other buildings. Rocket Tanks are extremely useful, so keep them well protecting unless you want them knocked out by a rogue Siege Tank. If your enemy starts rebuilding they have a secret Construction Yard which must be eliminated. Do this, and eventually the enemy defences will collapse, leaving the Sardaukar Palace to be destroyed. This is very difficult, so you just have to pile on all your forces and wait. When the Palace is finally destroyed you've completed the game and can watch the end sequence.

SENSIBLE WORLD OF SOCCER

"After the release of *Sensible World of Soccer* in November of last year, which was to say the least a mad scramble for us to complete, we became aware, when the dust had settled, that a few bugs were still left in the released version. More than this, we also realised that in some areas of the game a greater amount of tweaking time, something in short supply during the end of development, was still necessary in order to get the very best out of it.

Because of our own observations, which were further backed up by a number of letters from the software-buying public, we thought about creating an improved version of the game to iron out the faults. We were also aware that despite the fact that we were due to deliver the game for the World Cup, and that in fact we were six months over the delivery date by the time the game was released, some people still felt that we had rushed the game out for Christmas.

So we decided that the best way to deliver these tweaks to genuine buyers — not pirates, I might add — was to put it on a cover disk, and also offer the disk via post to registered users for no extra cost. New buyers will be able to buy New Improved *SWOS* directly from the shops, as the game will be remastered and boxed with all the new tweaks and data in.

We hope that we have put right a few wrongs, whether they are real or imagined, and have tried to pursue a line which adopts a good balance between maintaining the best football game in the world and revelling in the glory of backlash... **Jon Hare.**"

Following the SWOS Update disk which we included free on the last issue, we'd like to include the definitive list of new and 'tweaked' features, and also a few tips from the Sensible man himself... Mr Jon Hare.

UPDATE

NEW IMPROVED SWOS THE DEFINITIVE FEATURES LIST:

TACTICS

● When the 2nd Player is using Edit Tactics the cursor no longer locks up on the ball.

● In Edit tactics you will no longer get a Cross when replacing a Loan, Banned or Injured player with any fit squad player (unless you try to play an outfield player in goal).

● The tactics of the two front players has been much improved for 4-4-2 and Sweep formations.

● Right and Left sided players can now swap wings without such a drastic effect on their performance.

● There have been a number of changes to Edit Tactics, and it would seem appropriate to mention that Edit Tactics would appear to be the most under-used feature in *SWOS*. Most teams will improve their performances by up to 20 percent if Edit Tactics is used properly, and this can have a massive effect on the results you obtain. Generally speaking, people should go into Edit Tactics, import their favoured formation, and then try moving the players around in all the 35 ball positions to get as many ticks as possible.

You don't need to go mad to get results, just try to keep at least one player on the ball at all times and get players to support the man on the ball. If players are paired-up, then by editing one player his pair will mirror his movements on the other side of the pitch. Ideally, seeing as every player has his own skills, you should Edit Tactics every time you change your team line-up. However this will probably prove impractical for all but the most diehard fanatics.

A sensible option would seem to be to create three Tactics for general use on the pitch, one for Normal Play, one to use when you are Defending a slender lead in the last 15 minutes, and one for when you desperately need a goal at all costs. Perhaps you could vary the normal play one for a variety of team line-ups.

Players may find that the Edited Tactics that work well in Coach mode are not so effective in Player-Coach or Result mode and so they may wish to create and Save a different bank of Edited Tactics for each Game Type, ready to Load in and use whenever it is required. There are also a number of changes to Edit Tactics and Tactics in General implemented in New Improved *SWOS*.

PLAYER-COACH

● Player or Player/Manager is now called Player-Coach and is always represented on a Blue Background.

● Ticks and Crosses are now shown for Player-Coach teams as well as just Coach Teams. The most common complaint we received about *SWOS* was the devaluation of heavily scoring Strikers, this was mainly due to the fact that although he was slotting them in, the Striker was actually not being seen to contribute very highly on the teamwork side, i.e.: he could have done with accumulating a few more ticks in Edit Tactics so that he was fitting in with the team plan more as well as putting the goals in the net. The addition of ticks and crosses for Player-Coach teams should help players to spot when a player is being marked down for not contributing as much as he could or effectively being a bit out of position. (Hmmm — *The One*.)

● All games involving a Player give

you the option of Match or Result. Match allows you to select between Player-Coach and Coach Modes (defaulting to your previous selection) and Result, after you have chosen your squad, will give you just the match score.

COACH

● Manager is now called Coach and is always represented on a Cyan Background.

COACH & PLAYER-COACH

● Player-Coach and Coach teams are not as severely disadvantaged against computer opposition as before, this keeps player values up and generally makes Player/Coach and Coach teams stronger.

● When buying back a player you have sold in the past, his value will no longer change as soon as you buy him.

● You can no longer be sacked after the last League Game of Season.

● If you are sacked you can now only Continue if you have accepted a Job Offer from a different club, otherwise you must Retire.

● Any Tactical Changes made from the Bench including Formation Changes, Substitutions and Player Swapping will now effect the performance and skills of all Players on the pitch that are affected by the changes.

CAREER MODE

● In Career Mode there you will no longer receive any Job Offers from teams in the same division who are in either Promotion or Play Off places.

● In Career Mode you will no longer be asked top pick the Playoff Squads for a team that has just given you the sack.

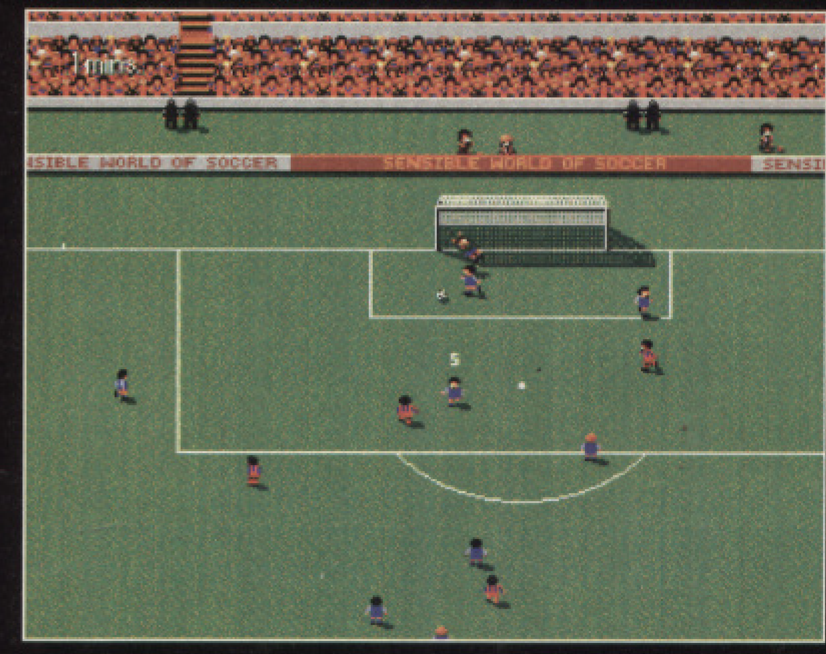
● In Career mode a Foreign player is now very unlikely to accept an offer to join your club if his value is much higher than the average player on your team.

● A general boost has been given to Attackers and Wingers to help keep their values up in Career Mode.

● In Career Mode You will no longer receive any Job Offers in your last season of Management.

● In Career Mode each separate competition (i.e.: Premier League, Cup, League Cup, EUFA Cup) now stores its own game type defaults (i.e.: match/result/view match/view result) so you can for example now default to just getting results for League games, but actually play all Cup games.

● In Career Mode when you make an offer to buy a player and you receive the message from his club "We will accept no more offers on this player" the player is now removed from the transfer market at once and in time a new player will move onto the transfer market to take his place.





CUSTOM TEAMS

● You can now import any team in the World into Custom Teams.

● Player Skin/Hair colours now always stored correctly in Custom Teams.

● Once a player has been imported into a Custom Team the Import box is now switched off, to stop the player accidentally importing another team over the one that he has just imported.

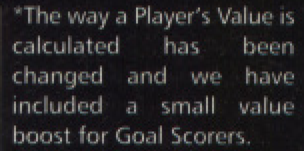
TEAM FORM

● The form of Teams is now affected by their current league position.

● Generally the form of any one team is a bit more variable, because all of the players now have good days and bad days instead of always being exactly the same in each match.

MISCELLANEOUS

● The allocation of Goal Scorers in a Result only match has now been improved and the Goal Scoring share throughout the team now varies depending on the Formation the team is playing.



*The way a Player's Value is calculated has been changed and we have included a small value boost for Goal Scorers.

● All games involving just Computer teams give you the option to View Match or View Result. View Match allows you to watch the game in its entirety, View Result just tells you the score straight away.

● Files saved with a "." in them sometimes appeared to get lost when loading, it is now no longer possible to put a "." in the file name in the first place.

● Team data has been updated in the following countries: Argentina, Austria, Belgium, Brazil, Bulgaria, Czech Republic, Denmark, England, France, Germany, Greece, Holland, Italy, Japan, Luxembourg, Malta, Poland, Portugal, Scotland, Spain, Surinam, Switzerland, Turkey and Uruguay.

● We've improved the computer teams' evaluation of players offered to him in exchange for one of his own players.

● You can now activate the Bench to Change Formation and Swap Players around on the pitch (NOT to substitute players) when either Goalkeeper is holding the ball.

● You can also now mix and match Game Types (Playing/ Coaching Result) in all Competitions.



● When Extra Time is played in any match it is now random who kicks off and who kicks up or down.

● Home Teams are now given a slight skill handicap advantage over Away Teams for all Game Types.

● Any match on the Pitch can be harmlessly Abandoned before the Kick Off by pressing the ESCAPE key.

● When the crowd go "Oooooh" it is no longer followed by a minute's silence.

● F10 key (Crowd Chants On/Off) now works for A500 as well as all other versions.

● Positions of players at goalkicks vary depending upon the formation being used.

● A number of Preset Competitions have been updated where necessary.

● The Italian League now gives 3 points for a win.

● Players will now always shake off a Knock eventually.

● There are no longer any errant ticks and crosses being displayed on the Squad Select screen.

● The occasional crash when the substitute Goalie dives has been corrected (phew).

● You can now Format a disk direct from the game.

● The odd player who is sent off will no longer malinger at the side of the pitch.



NOT UPDATED YET?

Incidentally, if you haven't yet updated your copy of *Sensible World of Soccer*, then you can do one of two things:

● Buy last month's copy of *The One* magazine (that's the May issue), and you'll find the update disk stuck to the front cover; or:-

● Register your ownership of the game by sending in your Registration card (which you'll find in the *SWOS* box) to Renegade. When all the thousands of Registrations have been processed, your update disk will be sent out to you.

LEMMINGS 3

Onto the final third of the little green-haired... er, lovers from Liverpool. The Classic tribe awaits; and if you've got through the other 60-or-so levels up until now, then give yourself a hearty "congratulations" from The One. Now do these...

LEVEL 29

Send the second lemming jumping all the way to the left to pick up the spades. After that, let him drop into the second pit from the left, then jump another to the right to pick up the spade. Dig the top of the rocks away, followed by the corner of the first carriage so the bricks fall. Drop the spade, and pick up the bricks.

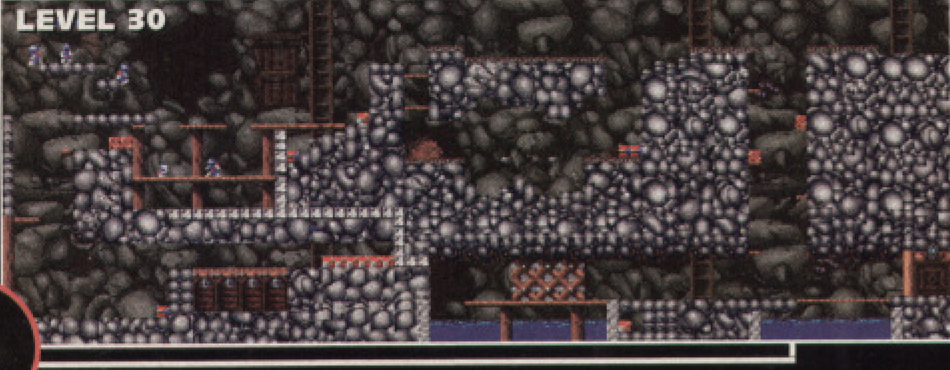
From the step above the bottom of the rock hill, build up to the carriage, and then pick up the bricks. The second lemming should now dig twice. Go back to the builder lemming, and build across the laser trap. Go to the second lemming and dig right through the rest of the pillars, and then through the small rocks to pick up the spade. Dig through the rocks to release the trapped lemming, and then through the other side to the train. Meanwhile, set the blockers to trap the other lemmings, bar the builder and the digger. Dig through the crates on the carriages right through to the end, then build up to the top of the engine and release the other lemmings. Build over the funnel, and all 55 lemmings will be saved.

LEVEL 30

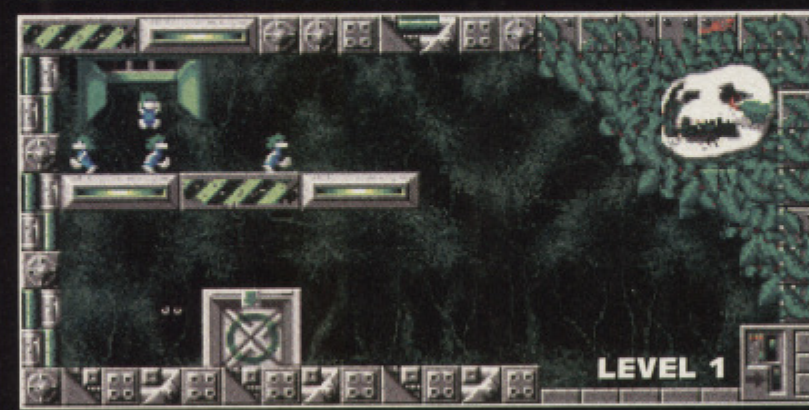
Set blockers to the far left and right of the platforms after the first lemming. Let the first lemming drop down and pick up the bricks, jump across to the lower platform, and then drop down to the very bottom. Build up to the side of the lasers, drop bricks on the other side of them, and pick up the spade. When on top of the bricks, dig below the lasers and then through to the gap in the steel column.

Drop the spade, and pick up the bricks. Build right to the lattice column, drop the bricks, pick up the spade and dig through the lattice column. Drop the spade and pick up the bricks, and head to the exit. Just before you reach it, build back across the water until the bricks run out just before the end of the water. Drop down through the dissolving rock and pick up the spade. Go back to the blocked lemmings, release them all, and get one to jump over to the right to pick up the spade. Drop into the pit with the trapped lemmings, and bash through the column — the floor will slowly dissolve below them.

As they are doing this, go back to the single lemming and dig up/right to create steps. Jump him across the small gap between the rock and the bridge over the water, and head for the exit. Once the floor has dissolved below the group of lemmings, stagger the progress of the lemmings by turning them all into blockers, and releasing them gradually, then jumping them across the little gap over the water to the exit. You have now completed Shadow tribe, with 56 lemmings saved!


LEVEL 30

CLASSIC TRIBE


LEVEL 1

LEVEL 1

When released, the first lemming will fall. Block him slightly to the right, then, when all the lemmings are heading for the exit, release him. 20 lemmings will be saved.

LEVEL 2

Block the third lemming out. The first lemming picks up the digger; dig him down towards the trapped lemming. The second lemming picks up the bricks; build him over the water to the left. With the first lemming, dig right to release the trapped lemming, and then go down to the exit. Release the blocker to finish with 21 lemmings.

LEVEL 3

Block the second lemming out. The first lemming picks up the bricks, and uses one or two bricks to avoid the laser traps. Jump the first lemming over the second to pick up the spade, then dig down at the far right. Turn him into a blocker on the lower platform. Jump the builder over the digger, and build one or two bricks past the traps, then build step towards the exit. Put a block over the disappearing floor, then release all the blockers. Escape with 21 lemmings.

LEVEL 4

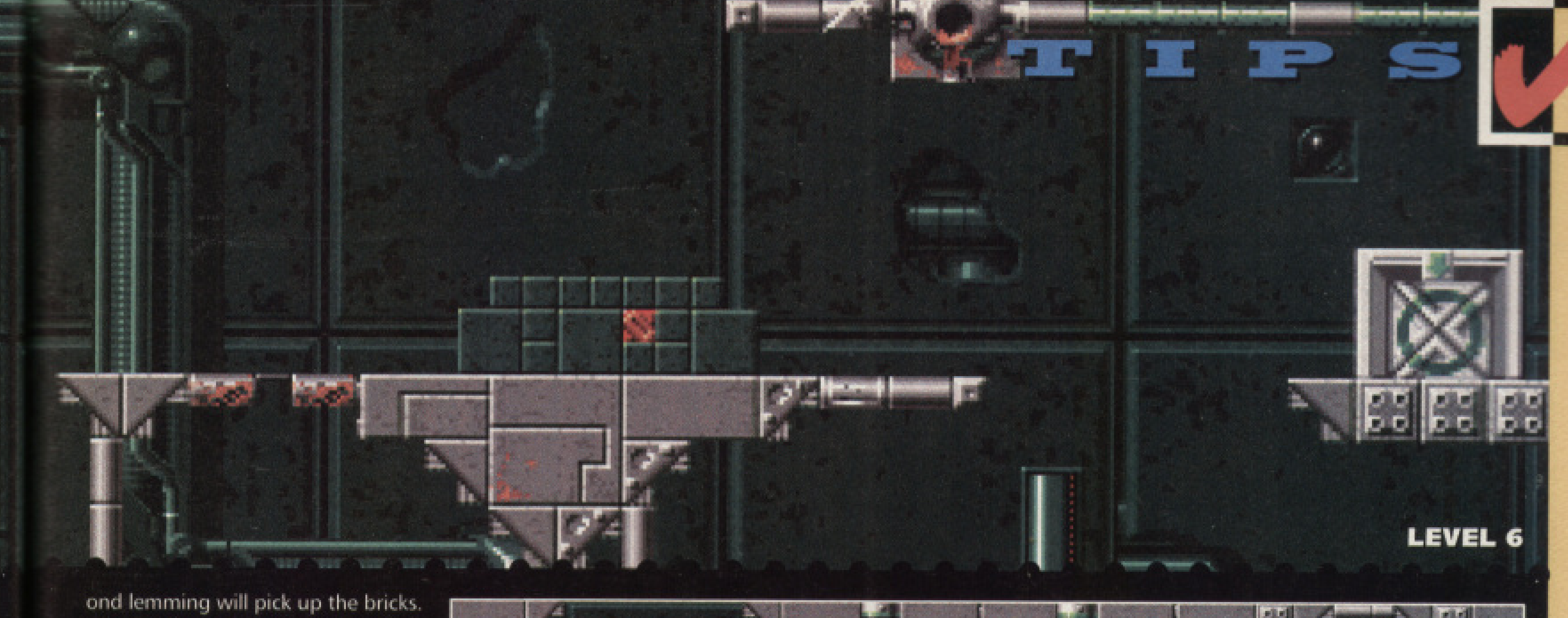
Block the second lemming, then let the free lemming pick up the ceiling plunger, and use him to reach the spade. Drop plungers, pick up the spade, dig right to release trapped lemmings, then turn the digger and the freed lemming into blockers. Jump the third lemming over the original blocker, pick up the bricks, drop down, then build down twice and then straight across. When the builders run out, jump towards the exit; release lemmings, but jump them to the exit as with the builder. 22 lemmings are now free.

LEVEL 5

Block the third lemming, block the first lemming slightly to the right after he has fallen. The second lemming picks up the bricks, so build from the edge of the platform up and left. Now build all the way to the edge, then build up four blocks to stop the others from falling off the edge. Go right, release the other lemmings, block them to the left of the builder, and build up to the exit. Now just release the blocker, and all 23 are saved.

LEVEL 6

Block the first lemming, and the sec-

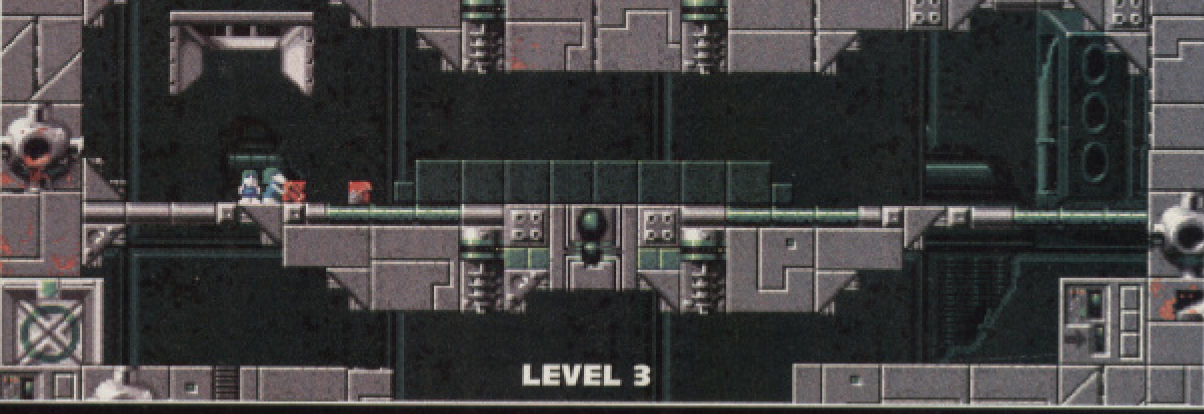


ond lemming will pick up the bricks. Jump the builder over the blocking lemming, and build down two blocks from the edge — then fall down. Build right across the gap, and pick up the bricks; then build up to the next platform. Build a brick where the dissolving section of the floor was, and block him. Highlight the lemming with the spade, and jump him over the blocker.

Fall down, walk right, and jump over the blocked builder. Dig up one, then straight until you reach the bricks. Dig upwards to the right, and block him. Release the builder, pick up the bricks, jump over the blocker, and build up from the edge to the exit. Release all lemming to the exit.

LEVEL 7

Block the second lemming. The first lemming will pick up the plungers — use them, to sucker across to the next platform. Jump across all the platforms to pick up the other set of plungers, then use them to get up the wall. Upon reaching the top, drop the remaining plungers and jump across the gap. Pick up the bricks. Now turn around, and build a staircase over the gap. Pick up the other bricks, and build a staircase right down to the platform. Build across all the gaps until you reach the other lemmings, and release them.



LEVEL 8

Block the second lemming. Jump the free lemming over the gap to collect the umbrella, then jump over the gap and drop the umbrella. Pick up the spade, block the trapped lemming, and dig through to him. Drop the remaining spades, and pick up the umbrella. Walk left, and float down into the hole with the plungers in. Pick up the plungers, and use them to scale the left wall. Drop them, and pick up the bricks.

From the edge of the hole, build across to the right. Turn around, pick up the spades and dig through the green area. Fall down, and walk towards the spades, then pick them up and dig up and right through the green area. Fall down, walk towards the spades, then pick them up and dig up and right through the large green area. Walk right and jump the gap onto the stairs, then jump onto the other flight of stairs. Dig out the trapped lemming, and release all the lemmings to the exit.

LEVEL 9

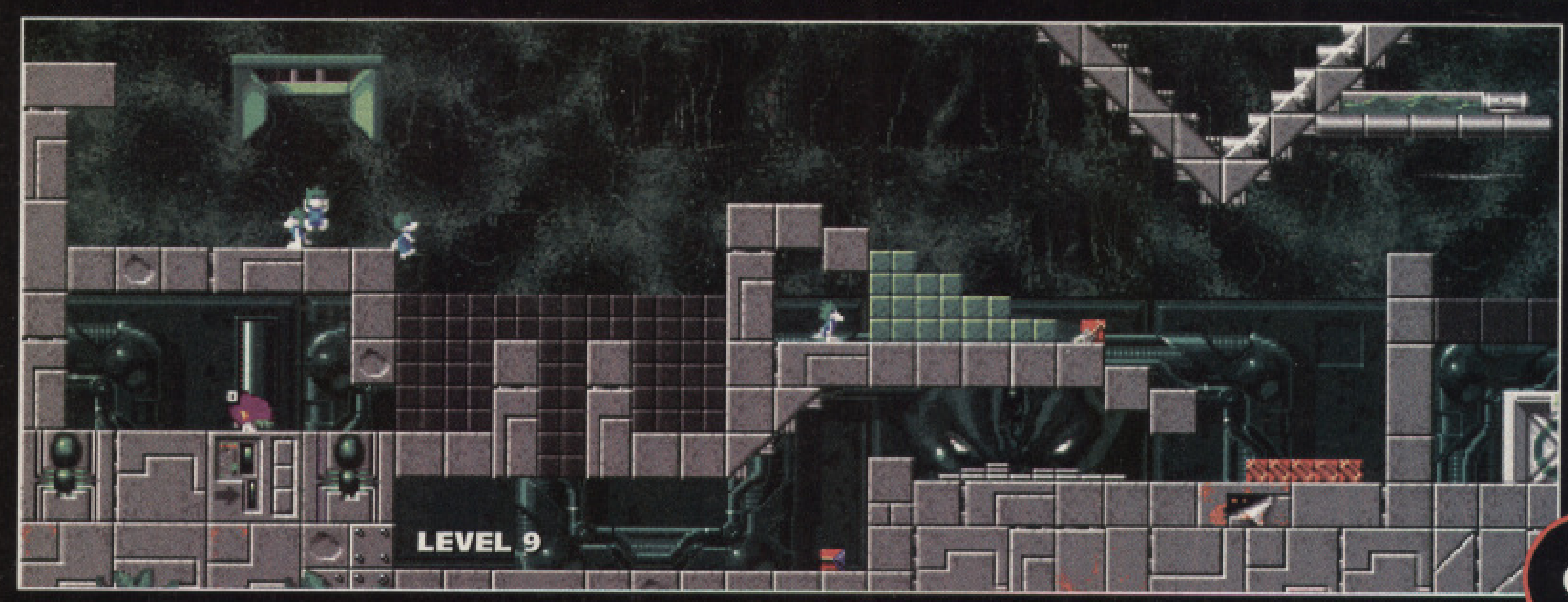
Block the second lemming. Walk the free lemming back and forth on the dissolving ground to get him down the centre section. Once down, pick up all the plungers, and use them to scale the wall on the right. Pick up the bricks, and build up towards the spades, then build up and right towards the exit. Turn around, walk left and build over the dissolving section. Release the blocked lemmings, and make one of them pick up the spades to free the trapped lemming. All the lemmings will be saved.

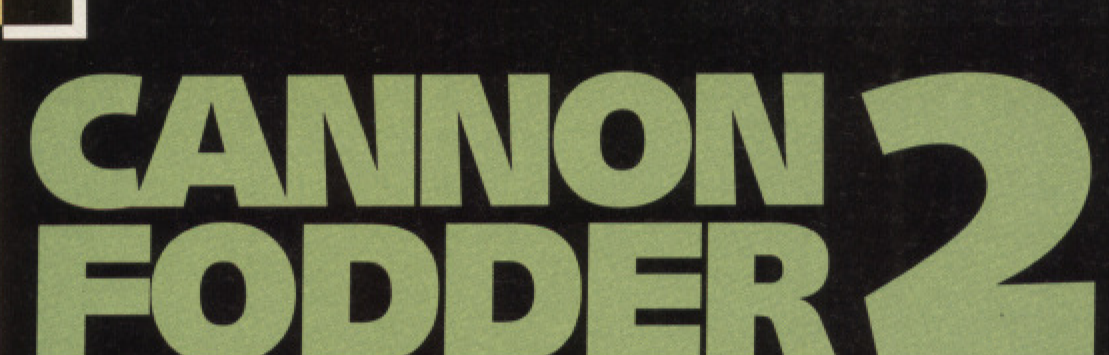


LEVEL 10

Send one lemming right and one left. Block the rest, then let the left lemming pick up the spades and block him. Allow the right one to walk to the bottom to collect the bricks, then build across the two pools on the left and let the lemming exit. Now go back to the digger, and dig through the green pillar on the left. Fall down to the next green section and bash twice right and down. Bash through the final pillar, and pick up the bricks. Build across the final pool, and build a block or two under the laser. Free all the lemmings, but turn one around to pick up the spades to dig out the trapped lemming. All lems are saved.

More next month!





CANNON FODDER 2

Once again, Ben from Cleveland comes good with the final part of the Cannon Fodder 2 solution. How does he do it? Er, dunno mate. But it saves us the trouble, anyway.

Mission 19

Phase 2

Go right and grenade the enemy building. Keep going right and grenade the other enemy building on your right. Pick up the bazookas you see near the bushes, but don't blow up the enemy building with civilians coming out. Keep going right and follow the pink path, bazooka any huts with aliens in them, but don't bazooka any huts with civilians in.

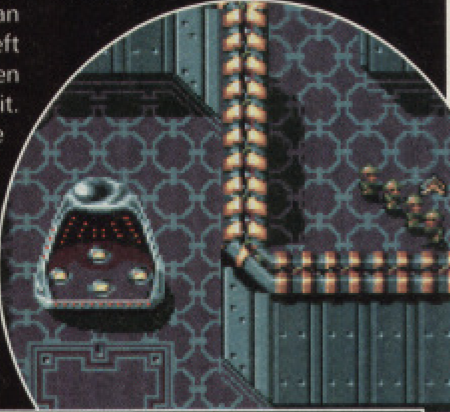
Phase 3

Quickly get the grenades from the little island and hide behind the bushes. Send one man with all the grenades round the corner and shoot the sniper. Go left until you see an enemy building, and grenade it. Now go up and shoot the sniper. Get your other man to accompany you, go left onto the island and when you see the hut, grenade it.

Now go left onto the other island but watch out for sniper fire. Shoot the sniper that's ahead of you and grenade the other hut. Go round the outside of the island to shoot the sniper with the bazooka. Swim to the island on the left, get in the flying saucer. Land on the bottom island (from the map). Grenade the sniper over the plants, fly to the island to the left of the pink pad and pick up the hostage. Put the hostage down on a safe place away from any enemies. Land on the island below the pink pad, shoot any enemies, then go and pick up the hostage and land on the pink pad.

Phase 4

Take two men with all grenades and bazookas. Charge straight across the bridge and shoot the sniper. Grenade the building dead ahead, but keep an eye out for the trap. Go up and left, bazooka the turret which fires heat seekers. Get in the flying saucer, land in square with the hostage killing any enemies.





Mission 20

Phase 1

As soon as you start, pick up the grenades on your right. Take one man and give him all your bazookas. Take him left, when you see a gap in between the alien plants, bazooka the turret near the bottom of the screen. Cross the river, go through the gap between the alien plants and turn left into the cut. Shoot the alien guarding the hostage. Go right, then down. You should see a turret. Keep going left following the path. When you see a flying saucer, go left a bit and bazooka the hut. Get in the flying saucer. There is a turret in the top left hand corner but it will blow itself up. Land in the bottom left hand corner, get out of the flying saucer then go right and bazooka the turret. Go back left and get into the dalek. Keep going right in the dalek following the path. When the path starts to go up, get ready to shoot a few shells into the bushes because there is a naughty turret hidden there.

Keep going right and shell the turret behind the alien plants on your right. Mind you don't fall in the gap. Go back to the flying saucer, get in and fly to the top right hand corner. Try to land on the two snipers who are stood together. There is a hostage where the two snipers were, so get him aboard the ship and fly to the middle and pick up the other hostage. Now take them to the red cross on the top left hand corner.

Mission 21

Phase 1

Quickly go down and bazooka the door, then go back to where you started. Go right quickly, keep going right until you see a car. Go down the cut before the one where the car is. When you get to the bottom of the screen, go right a bit and you will see a car; get in and blow up the car on the left. Keep going left, blowing up any cars you see. Now scan the area, blowing up any doors and cars you see.

Phase 2

Go left and grenade the door. When you see a road with cars on it, avoid it and go down the little path on your right. Quickly shoot the sniper at the top. Go right and grenade the turret, then go back to the road and cross it. Go to the top of the screen and go through the gap between the bushes. Cross the road and shoot the sniper that is just below you. Go down the screen. Shoot the sniper and blow up the doors. Now get in the car, drive to where the hostages are and make them get in the car. Take them back over the roads into the gap at the top and then right back to the start.

Phase 3

As soon as you start, quickly move into the gap on your right. Go down a bit, then into the other gap on your right. Keep going right until the screen ends. Now go down and cross the road. Keep going down to the bottom of the screen, then go left and get in the airship. Make a scan of the area and blow up all the enemies. Go to the building near the river where the hostages are. Pick them up and take them to the red cross tent in the middle of the screen. If the phase complete message does not show, make another scan of the area and blow up any enemies.

Phase 4

Quickly shoot the snipers on the left and right of you. Shoot through the perimeter wall killing all aliens. Bazooka the sentry boxes through the wall as well. Shoot the other two snipers in the top left and right hand corners. Now go down the ladders into the middle of the screen and put each of your men on top of the white pads.

Mission 22

Phase 1
Quickly shoot the sniper on your right, go right up to the top left hand corner. Go right and shoot any snipers in between the weird-looking things. When you get to the top right hand corner, go down and shoot the sniper. Pick up the bazookas then go back up and bazooka the door. Go back down and shoot any more snipers in between those, er… things.

Phase 2
Quickly split two men up; take them right until you can see the bazookas and pick them up. Bazooka the partition between the two doors. Do this for all the doors that are on your left. Take the two men from the other side of the screen. Take them right and pick up the bazookas. Now bazooka the partition between all the doors on your left.

Phase 3
Okay, quickly move up and shoot the men that come towards you. Move right and shoot the aliens. If they come too close to you, keep pulling back. Go right a bit more and shoot the sniper and the men who come towards you.

Phase 4
Shoot the aliens that come towards you, then move up. Go left until you see the bazookas and pick them up. Go up then right and bazooka the door. Go and finish any aliens off.

Phase 5
Quickly go down. Go up the steps and get into the flying saucer. Wait until the enemy flying saucers land and blow them up. Make a total scan of the area and kill anything that moves. Go to the top left hand corner and pick up the hostage. Take him to the top of the tall building and he will go into the red cross camp in the centre of the screen. For a cup of tea. And a slice of cake. Probably.

Mission 23

Phase 1
Shoot the men around you then go down to the bottom right hand corner and grenade to two doors. Now go up and grenade the house, then go to the bottom right hand corner and grenade the house there. Go up to the top left hand corner and grenade the two houses. Go right and bazooka the sniper on the bridge. Go left and up until you see a little island. Grenade the house on the island. Now go right and grenade the house just past the broken bridge, then kill all the men on the island.

Phase 2
Quickly go across the bridge on your left and shoot the sniper on your right. Now go back to where you started and give one man all your grenades and bazookas. Take him over the bridge and grenade the two houses. Get the weapons on your right, then go left and up to grenade the turret that you can see at the top of the screen. Go right and get into the turret, now blow up the electric fence and the enemy building below you.

Get your other two men to join your first man, take them down and make them get into the jeep. Take the jeep up and jump over the ramp. Jump over the next ramp you see, drive up and across the bridge. Go left and drive down. Get out of the jeep and go up and then right. Now go down past the bridge and blow up the turret that's there.

Mission 24

Phase 1
You are totally surrounded by aliens. Shoot them all before they shoot you. Good tip, huh?

Phase 2
Go right, shoot the men and pick up the grenades. Go over the bridge, and use the bazookas to knock out the turrets right and left. Go up the path and shoot the sniper before grenading the two enemy buildings. Go left, pick up the grenades and get into the flying saucer. Fly right, killing the enemies before transferring to the dalek, killing everything in sight.

Phase 3
Go up and pick up the bazookas. Keep on the move to avoid the heat-seeking missiles fired by the flying saucer. Use the jeep to get to the flying saucer in the bottom right hand corner. Once in the saucer, kill off all the enemies.

Phase 4
Go right and shoot the sniper, then go left and down to grenade the hut. Head up and left to grenade the other huts. Go down and left to shoot the sniper before crossing the river to the island.

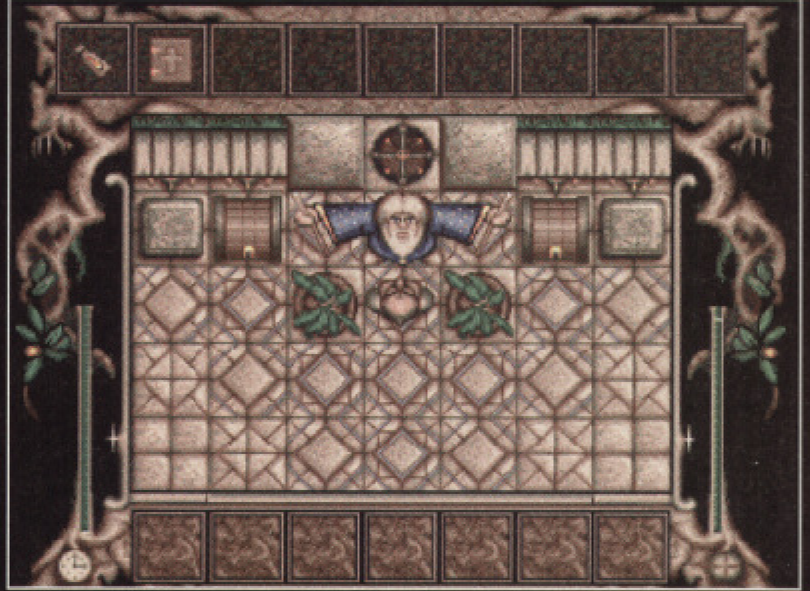
Grenade both huts, then travel right and bazooka another hut. Head back to the start. Go right and down, bazooka the turret then pick up the grenades on the left. Go down and into the dalek to shoot the men. Get out of the dalek, go right and grenade the hut. Finally, finish off any remaining alien gits.

Phase 5
Keep clear of the flying saucer and the turrets, and swim directly left and get into the flying saucer. Keep as close to the base of the screen as possible. Take off and fly to the top right hand corner. Land and leave two men outside the other flying saucer. With the other man, get into the first saucer and fly it into the second one in a true kamikaze mission. This leaves the other two men to get in the other saucer and blow up everything and rescue the hostage.

Phase 6
You have eight men and ninety nine seconds to kill the one enemy You're on your own. Let's Rock!




•Yes, we know these grabs are from level 1, but nobody here craved an early death sufficiently convincingly to be forced to attempt level 2.



VALHALLA: BEFORE THE WAR

Pick up the people who programmed this game shake them very hard indeed and bellow HOW DARE YOU in their faces: you will need to have taken a great many drugs to appreciate what follows. Or played the game. The experience is much the same. Only one of them is marginally less amusing.

LEVEL 2

Pick up the tankard, operate the floor tile and take the chest key. Travel south, and pick up a second tankard, then take the first left and head for the room where four hungry and thirsty soldiers are sitting. Take the third tankard and operate the floor tile, and underneath is some stamina. If you look at the soldier on your left he will demand that you supply him and his three buddies with some ale.

Travel out of the room and head south again, pull the lever and enter the room where the ale is. Take the tankard off the stool, and fill all four tankards with the soldiers' favourite brew. Before you leave, open the chest with your key and take the piece of paper with the cryptic phrase on it. Operate the floor tile, and underneath you should find a door key. Deliver the ale to the soldiers who empty the tankards, and open a door as a reward for your efforts. Look at the most talkative soldier, who will demand that you bring the lot of them food.

Go out of the room, then straight down into the door which they have opened. Inside, take a stick and two chicken legs. Delver the legs to two of the soldiers, as you will need the room — then travel back to the ale room where it would be a good idea to leave the tankards. In here you can pull a lever for a shortcut into a room where a soldier is sat in-between two chests. He asks you for the password. Insert the stick in the hole in the wall, then pull the lever.

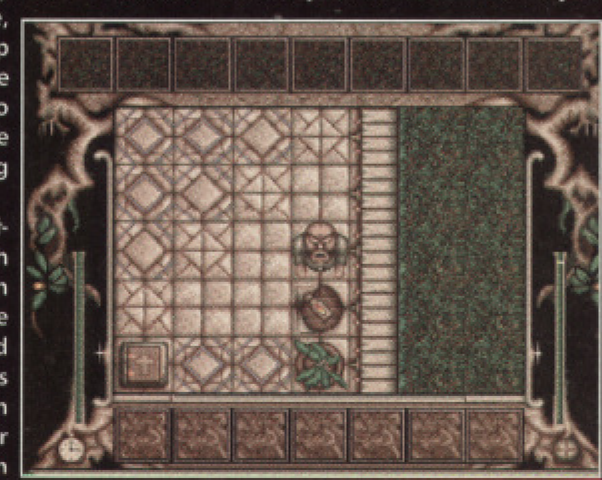
Travel up and round the u-bend operating all the floor tiles. Take the sapphires for use later on. The white pattern on the floor tile is a teleport square; stand on this to be transported to another section of the map. Operate the floor tiles there, and take the chicken legs — you only need two more as you've already given two to the soldiers. Check out the room where the Norse Warlords lie. Have a look at their tombs to read the rather cryptic inscriptions.

Deliver the two remaining chicken legs to the soldiers, who reward you with a second chest key. Look at the left-hand soldier once more, and he will demand more ale. The key is for the chest in the Norse Warrior room. Take the translation potion, then head back to the soldier who demands the password. Face him and drink the potion, then look at the cryptic piece of paper. The letters change into the words 'Hermans Home'; having said this the two chests open, and you can take the protection potion and a cross.

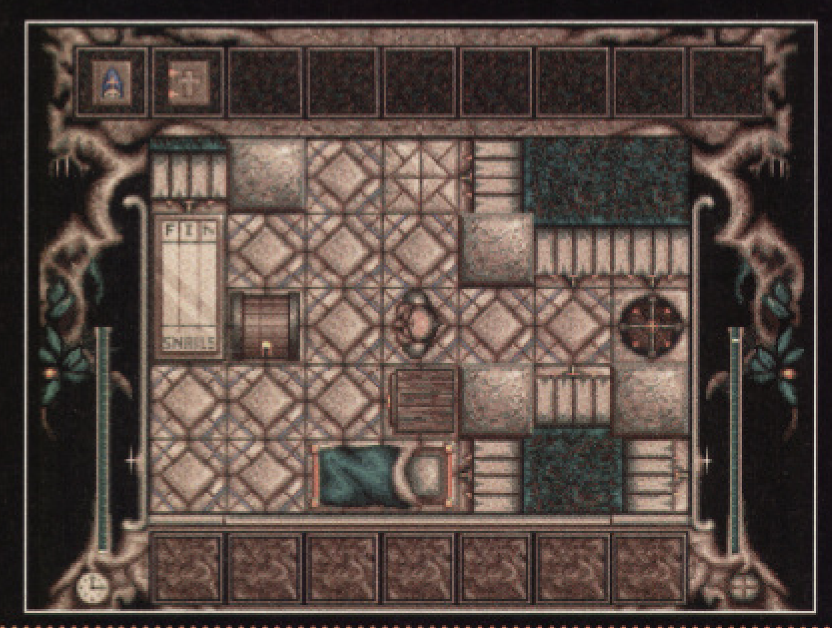
Travel up to the locked door near where you found the second tankard, open the door with the door key from the ale room, and take the bone from the stool. Travel south once more to where the green river of poison breaks. Notice a small piece of poison on the floor. You lose stamina if you try to drink it, so drink the protection potion first. Put this in the ale, and then fill up the tankards once more. It is time to rid yourself of the demanding soldiers.

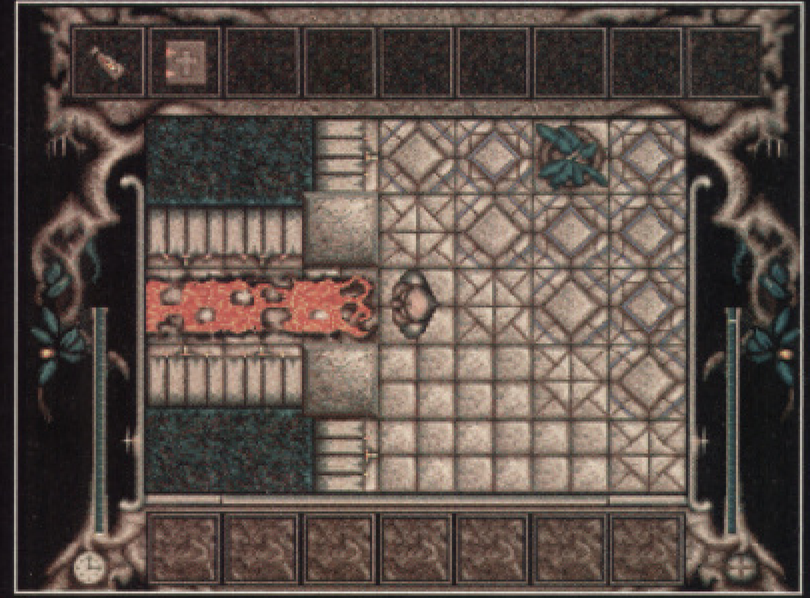
Deliver the poisonous ale which they dispose of in one gulp, and are then quietened forever. This action results in the locked door out of this room opening. Travel up the passageway, then take a left onto a teleport square. You find yourself in a room with a series of altars, with blue diamonds engraved on them. Drop the sapphires you are carrying, which will rid you of three of the altars, and also allow you to pick up a will and a chain.

Teleport back the way you came, and walk straight onto the second teleport square. Pick up the 'No' from the altar, then travel down into the torture chamber. One of the soldiers is hoarding a clock, but he allows you to take it. You now have all four objects to give to the Norse Warlords back in their private chamber. Before you leave, search 'til you









find the altar with a combination written on it. Take the piece of paper that says 'What's the combination?'. The Norse Warlords reward you with a chess piece, each of which you will know the meaning of if you have already peeked into the chess board room near the torture chamber.

Travel to the chess board room, and position your Rook and Bishop in order to checkmate the King. The Rook goes on the square near the door on the same line of tiles as the King. The Bishop goes on the square near to the bottom of your screen, with the King in a diagonal line — but not on the diagonal lines of the other Bishops. When your two pieces have been positioned, the King disappears revealing a cigar, another sapphire and a teleport square. This transports you to a room where you find a 'Bee tray' and the front page of a newspaper. Return to the room where the sapphire altars are, and drop your new sapphire. This allows you to take a piece of paper with the words 'let him have it' written on it.

Back in the torture chamber you can now order the awake soldier to 'let him have it', resulting in the poor prisoner being stretched beyond all recognition. He instantly dies, and the soldier accuses you of killing him — and says that he is going to tell. Take the key which has appeared on the prisoner, and travel back to the room of the sapphire altars.

You will have noticed a bottle of stamina over the river. Take this as you will need it, then set off south walking in the poison itself. Stop and drink the stamina when the energy bar drops down too low. At the end of the river there's a door which you can unlock.

There's a joke inside which you can take, then take a short cut back to the torture room via the door opened by a lever and a teleport square.

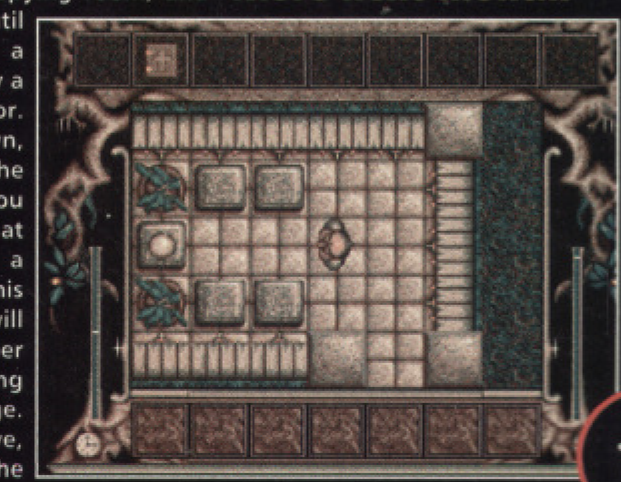
Back in the torture room the King has appeared. Look at him, and he asks if you killed the prisoner. Look at your 'No' piece of paper to deny it, and ignore the jeering soldiers. The King asks you to prove it, at which point you can produce your newspaper which describes your whereabouts the day before. He laughs, and asks you to prove it. Take the stick from the prisoner, and travel back to the room where you found the joke via the short cut. Insert the stick in the hole, pull the lever and enter the photocopying room. Pick up today's newspaper which has not yet been printed, then put yesterday's paper on the photocopier. This disappears, which is your cue to drop today's unwritten newspaper onto the photocopier. Take your evidence (Eh? — Andy.) and go back to face the King.

Drop your newspaper on the floor, and the King disappears leaving behind his crown. Tell the second soldier to let his prisoner have it, who screams and when asked 'what's the combination?' replies 'I will betray'. Travel back to the photocopying room, and head South until you reach a crown stand by a locked door. Drop the crown, and enter the room where you will find an eye at the end of a small river. In this room you will also find another sapphire along with an orange.

Put the eye, the will and the 'Bee tray' on the combination stone in that order to open the door into a new part of the level. Before you leave take the shoes from the torture room. Stand on the teleport square just beyond the open door to discover a door key. Return straight away, and progress into unknown territory where you will find a corresponding locked door. Inside this room you will find Herman, who tells you he's bored. Look at the piece of paper that says 'Let him have it' — Herman asks you 'who?', but you can't answer him yet.

Operate the floor tile, and take the musical note — then travel back to the tuning fork which is near to the photocopier (left out of Herman's room). Take the musical sharp, then deposit this and the cigar on the Norse Warlord tomb of Hamlet Sharp in the same room as Herman. You receive a stick in return, which you can use on the hole just outside to give you access to another piece of paper with 'crumbly wally' written on it and a teleport square. This teleports you into a square with walls all around you. Look at the 'crumbly wally' piece of paper to get rid of the walls ('Arse!' I say — Andy.).

More next month.



DAWN PATROL

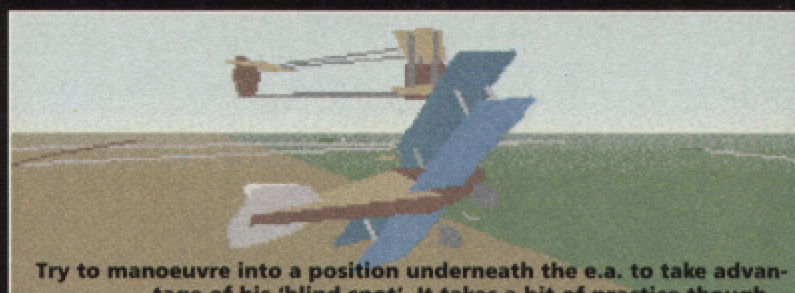
With a help from Mark Shaw at Rowan, resident barnstormer and ace of the spade-grip, Harry Attrill serves up some well-buttered tips for would-be Böelkes and Balls. And here's a biggy to get you started. Nieuports are nob.

Getting to grips with your stick

Dog Fights in *Dawn Patrol* usually take place within a small area and it is difficult to keep track of all the aircraft. When you find yourself at the centre of a large melée, the 'outside combat lock view' (Enter key) is quite literally a life saver. It gives the pilot a greater view of the threats around him. It's also worth remembering that you can pause the game at any point during combat, and fiddle about with with the 'F' Keys to get different views of the dogfight. F1 and Shift-F1, the zoom in and out functions, in conjunction with F3, the rotate-around-your-plane view, and F2, the above and below view, will provide you with a complete panorama of the 'scrap' at any point. Though this is cheating a bit, the fact that you are incapable of taking a quick look above or below you during combat, whenever you feel like it, as would be natural, without a lot of potentially disorientating faffing about, evens the odds up a bit during those tricky first few shows over the lines. Later on you will be able to make educated guesses as to what an e.a. (enemy aircraft) is likely to do, and more importantly, where it is likely to be in a dogfight, given its performance, mission, and the quality of its pilot.

Throttle & Bottle

Most engagements begin with two opposing formations approaching each other head-on. This initial pass is the most dangerous. You will be flying towards a solid wall of enemy aircraft, and the sky before you will be thick with gunfire. Around you, your comrades will be jostling for position and firing. The chances of sustaining damage or collision are high. It is a good idea to try to work your way above or beneath the e.a. and get behind them. There is a temptation to simply fire willy nilly at the approaching formation, in the hope of hitting or damaging as many e.a. as possible. You are far more likely to hit or even destroy an e.a. if you pick one target and press home your attack. It might also help you to cut down the closing speeds between the formation by throttling back a bit, to give you more time to shoot, and then bang the throttle through the gate as soon as you begin your turn after the initial pass. Mastery of the throttle control is an under-appreciated skill in of the business of air-combat. It can be used both offensively and defensively, and as part of your repertoire of useful stunts to surprise the enemy.


Try to manoeuvre into a position underneath the e.a. to take advantage of his 'blind spot'. It takes a bit of practice though...

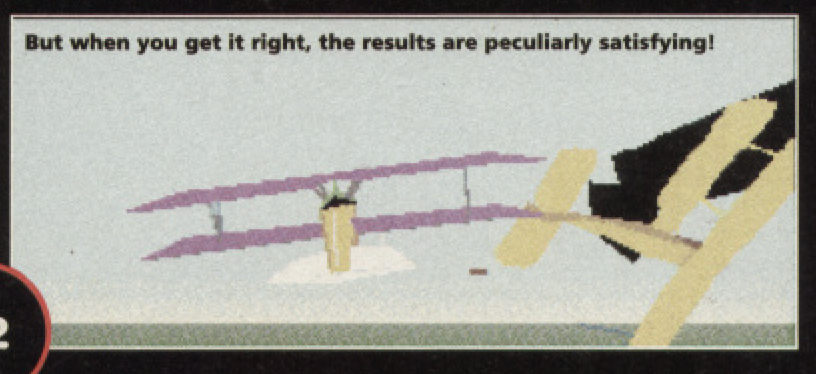
Setting out your stall

In combat, your target will usually be a short distance away from your own aircraft, making it very easy to over-shoot. If an e.a. is flying across your view or towards you at an angle, don't roll the aircraft and pull back on the stick to keep it in your sights. Instead, continually nudge the rudder to allow you to keep track of the enemy, and spray his aircraft with bullets. Your kite effectively becomes a gun-turret. Apply some side stick if your aircraft starts to dip. The only snag here is that this technique kills your flying speed and leaves you a sitting duck for anyone else.

Another classic manoeuvre, and naughty variation on the gun-turret theme, which is particularly useful to surprise 2-seaters and stragglers, is the controlled stall. Work your way underneath the target and into a position just below and in front of the e.a. Now pull back on the stick, and throttle back so that the nose of your kite rises and you hang almost motionless as the unprotected belly of the e.a. passes over you. With practice you will be able to rake the e.a with gunfire from nose to tail before dropping triumphantly away.

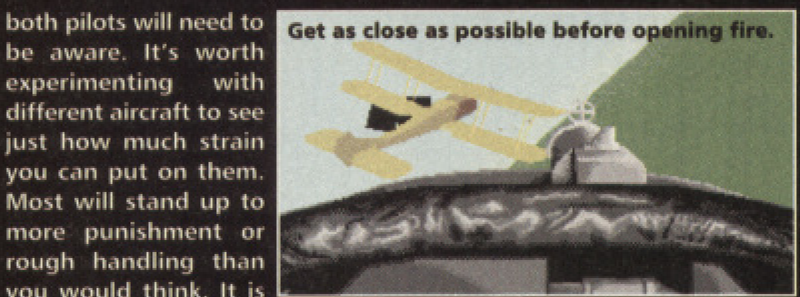
Dive versions

Never dive to evade the enemy unless you've a good headstart. It is always tempting to dive away from trouble, but unless you are confident of: a). The structural strength of your kite ('V' strutters like the Albatros and the Nieuport were notorious for shedding wings in a steep dive) particularly if you've been involved in combat, and, b). That you can 'out-dive' your opponent. Some aircraft are better than others in a dive. For example, an SE5 can 'out-dive' an Albatros, an advantage in combat of which


But when you get it right, the results are peculiarly satisfying!


11 when the Fokker DVII arrived, it was too late.

both pilots will need to be aware. It's worth experimenting with different aircraft to see just how much strain you can put on them. Most will stand up to more punishment or rough handling than you would think. It is possible to judge at which point a weak wing structure is starting to disintegrate in a dive, because the aircraft will start to judder slightly. It's easier to 'feel' when using the front cockpit view.


Get as close as possible before opening fire.

Turn, turn, turn

Continually tapping the key for back-stick when in a banking turn will give you a greater rate of turn. It simulates yanking the stick full back. On the subject of turning, when an e.a. gets into a position on your tail you should always 'break' right. This is because most pilots are right-handed and will therefore instinctively be expecting you to turn left. Turning right will give you a few precious extra seconds. It's a difficult thing to remember to do in combat when the heat is on, as unless you are left-handed (like me) you will naturally also want to turn left. This illustrates the point that the ability to keep your cool in a dog-fight is a distinct plus.

Totally surrounded and outnumbered? Keep banking and turning in a circle. Loose off bursts of gunfire as you sweep round, and the chances are you'll land some hits on the e.a., forcing them to break. This will create the space for you to perform a more aggressive manoeuvre.

Based on ace

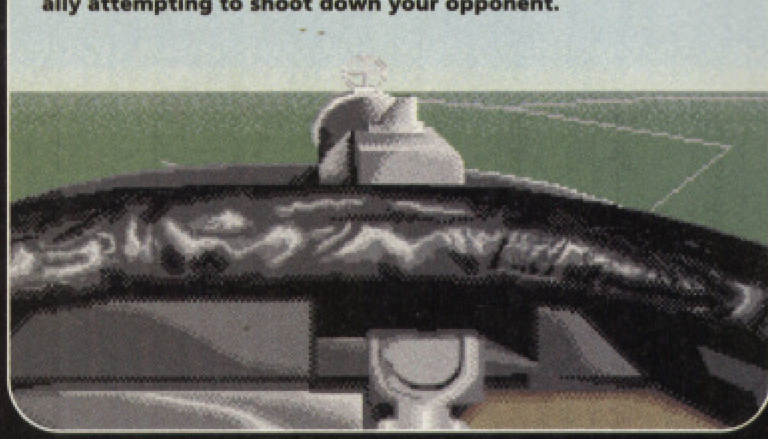
Try adopting a style similar to that used by one of the featured aces. You might try the total 'psycho' approach favoured by the likes of Albert Ball, who simply threw his kite at the enemy regardless of the odds and relied on his superior flying skills to see him through. Or like me, you might prefer the more calculated, game-hunter method of attack perfected by von Richthofen, in which the odds are carefully weighed up before an attack is made and marksmanship is deemed more important than fancy flying. Of course, as this is a game, you can play both roles.

When you are fighting an ace one-on-one, it is imperative that you keep turning with him i.e.. in the same direction. Reversing bank or an even more ambitious manoeuvre is exactly what they are waiting for and will only lead to grief. Keep turning as tight as you can, and apply a little stick now and then to alter your height. Keep turning until your opponent breaks or overshoots, or you have worked your way onto his tail and have the chance of a shot.

A cheating heart?

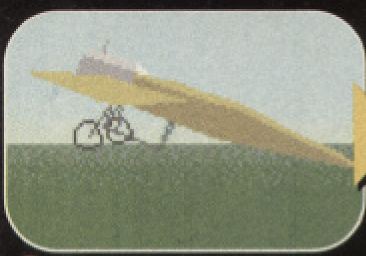
Faking a crash landing is very difficult. The enemy needs to be at least 200 feet above you when you land, otherwise he will suss you and simply strafe you on the ground. Dive at the deck, pull back at the last minute, throttle right back and press 'B' for air-brakes and 'W' for wheel brakes. Push the stick forward if you start to bounce. With any luck, the enemy should circle above you before skedaddling to report your position to ground troops. You can then make a getaway.

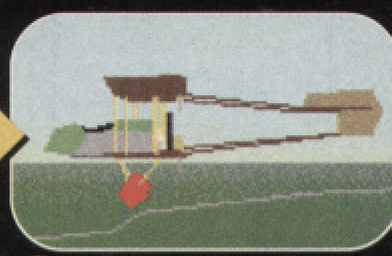
Students of aviation history will have noticed that this wheeze is in fact a 'cheat', as WW1 aircraft did not come equipped with either air-brakes or wheel-brakes. You may therefore, like me, prefer to die gloriously (or ignominiously) rather than use such a ruse, particularly as these key commands are obviously hang overs from previous Rowan flight sims which the programmers either forgot or couldn't be arsed to remove.

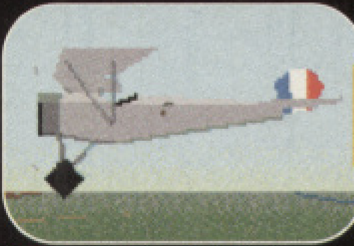

It's probably best to use the cockpit view, only when actually attempting to shoot down your opponent.

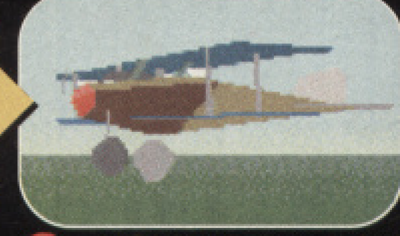
FLYING IS TRYING IS DYING

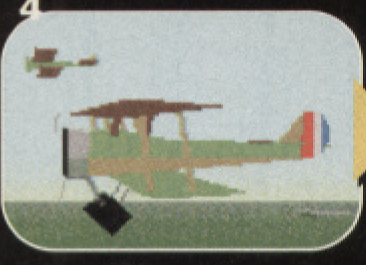
Here are all the aircraft you can fly in *Dawn Patrol*. Each has its own peculiar handling characteristics, armaments etc. It's worth having a bit of a play with all of them so that you get used to their strengths and vices. For those of you who can't be bothered to plod through the excellent 'interactive book', here is a rough and ready from guide to help you pick a winner.

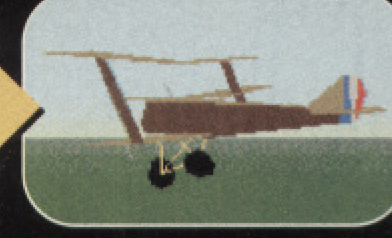

1 1915. The Fokker E1. Gun fires through prop...

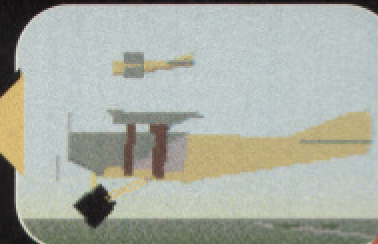

2 ... but by 1916, easily outclassed by the DH2...

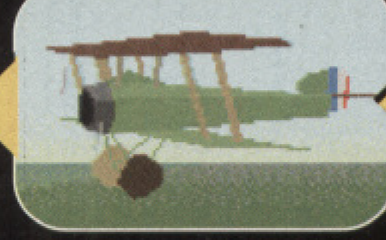

3 ...and the fragile French Nieuport 11...

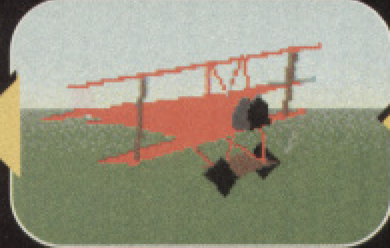

4 ...which in turn was matched by the Albatros D series...

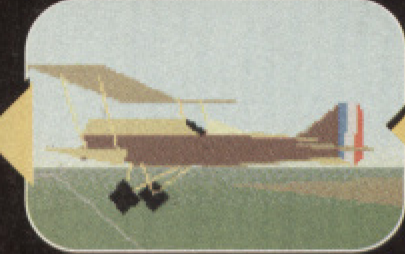

5 ...which by mid 1917, struggled against the Pup...


6 ...and the Triplane despite its superior armament...


7 ...until by the end of the year, the Spad S7...


8 ...and the Sopwith Camel established air supremacy...


9 ...and not even the nifty Fokker Triplane...


10 ...could match the fast and sturdy SE5. By spring 1918...

JUNGLE STRIKE



Angry elephants picket waterhole! Gorillas lead massive anti-baobab tree demonstration! Tsetse flies impose overtime ban!

CAMPAIGN ONE: WASHINGTON DC

MISSION 1:
PROTECT MONUMENTS

A good tactic to use here, and indeed in most confrontations, is to circle around the enemies making it difficult for them to target you. Begin with the monument directly to the north of your launch pad, where you'll find an armour crate in the left-hand unit. Time is particularly tight here.



MISSION 2:
TERRORIST HQ

The soldiers with guns are easy to pick off with the chain-gun, as long as you circe them. The bigger guns need more attention, so try using a Hydra or two for them. Only three of the HQs need to be destroyed to complete the mission, but if you're especially good you can destroy the fourth for a bonus.



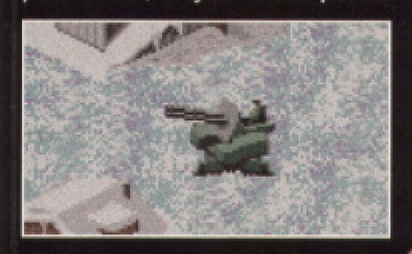
MISSION 3:
CAR BOMBS

This is the toughest mission, because you need to prevent the station wagons from reaching their destination — and if any of them survive, it's game over. They're very fast, and they shoot at you; so loose off a couple of Hydras at each as you circle it. It'll take some flying practice, but be patient.



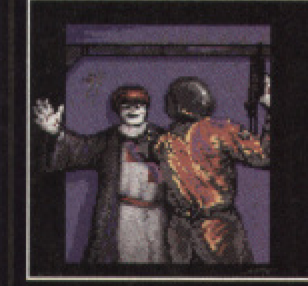
MISSION 4:
AGENT AKBAR

Circle the building, and use the chain-gun to kill all the soldiers. Now shoot the front of the building, and pick up the agent when he runs out. Don't shoot the police cars, or you'll lose points.



MISSION 5:
MOTORCADE

This is a long mission, so make sure you're filled to the sky with ammo, fuel and armour. The President, in his stretch limo, moves from the bottom left-hand side of the map. He will come under attack from terrorists armed with bazookas, so get to him early, and fly just in front of him destroying all the enemies.



'I Know how the embassies are going to be attacked.... The carbombs you are looking for are Green Station Wagons'.

MISSION 6:
ENEMY SNIPER

Watch out when the President passes buildings, because a sniper will leap out from one and try to shoot the Pres. Kill him, and then get on with defending the big P as normal.



CAMPAIGN TWO: SUB ATTACK

PASSWORD: RXSD9XWNCD9

MISSION 1:
NAVY SEALS

Navy Seals are trapped on a tiny island to the east, so get out there quickly and get them. Blast the enemies on the way, then pick the Seals up, and drop them next to their helicopter, which you'll find to the south. They'll switch off the electric fence.

MISSION 2:
ELECTRIC FENCE

Shoot the three guards around the hovercraft, and then nip back home to drop off the Seals. Return to the hovercraft and shoot the last guard. Now land on the pad, and take possession of the lovely hovercraft. Hurrah!







MISSION 3:
PLUTONIUM
Heap long stage for white-man to complete, involving much um difficult tracking of um magic smugglers and their tiny wee boats. The one recommends that you blast the boats from behind using your trusty hydra missiles, keeping a weather-eye out for the plutonium (which you must not hit), or drop mines for them. Keep an eye on your armour, and remember, kimosabe, you can always replenish your thickness. Collect all the plutonium the boats leave behind and don't worry too much about the trucks on the beach—they're crap!

MISSION 4:
F-15 PILOT
Shoot the armoured gun emplacement, and the foot soldier, and then pick up the drowning pilot. Destroy the F-15, and the mission will be yours.

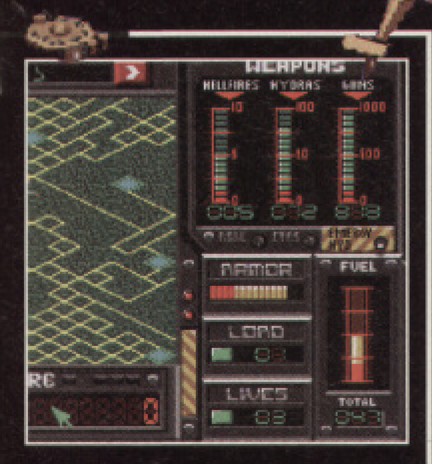
MISSION 5:
NUCLEAR SUBS
Destroy three of the submarines using mines, but don't hang around because their guns are accurate and unforgiving. Use the Hydras to finish them off once they're crippled, then steer the hovercraft back and resume your place in the helicopter.





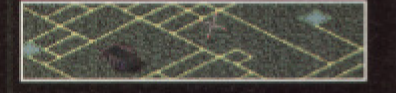
PASSWORD: 9NC3WVTLHJK

MISSION 1:
TRAINING CAMP
Go south and destroy the car, which will give you a speed winch. Give the gun towers a good talking-to with a few Hydras, and then use the chain gun on the tents. Pick up any goodies you reveal.



MISSION 2:
LANDING ZONE
Get the little fella from the clearing, then find the landing zone from the map. Destroy the nearby gun tower for good measure.

MISSION 4:
COMMUNICATIONS EXPERT
There are a lot of red herrings on this level — buildings containing people who you don't have to rescue. There's only important one, containing the comms. expert; you'll find him on the map. Take him to the helicopter pad which is near the telegraph poles — but don't blow them up. Go north-west and find a tank, which you can destroy for a surprise.



MISSION 3:
MOBILE RADAR 1
Using your chain gun destroy the radar units, leaving your missiles to go for the tanks — because they're particularly hard on this level.

MISSION 5:
TANK DEPOT
Drop off all the soldiers at the landing pad, then go and restock supplies. At the depot, the moving tanks will attack you; keep circling to be safe.



MISSION 6:
MOBILE RADAR 2
Repeat the Mission 3 solution above.

MISSION 7:
TRAINING HQ
Get in there and blast away the three buildings, and capture the soldiers who run out. Get the codes.



MISSION 8:
NUCLEAR REACTOR
Don't, under any circumstances, just wade in Airwolf-style and blow seven bells out of the nuclear reactor. Be careful. Destroy everything else systematically, and eventually you'll find the reactor under a small mulberry-bush. Pick it up, and then head back to base.

CAMPAIGN FOUR:
NIGHT STRIKE

PASSWORD: X7S6HJD3VLR

If you complete mission 7 first, and capture the commander, you can make him give you the location of all the fuel and ammo.



MISSION 1:
WATCH TOWERS
Destroy the towers systematically, keeping watch on the rest of the landscape in the brief flashes. They're arranged in a circle, so you shouldn't find too many problems.

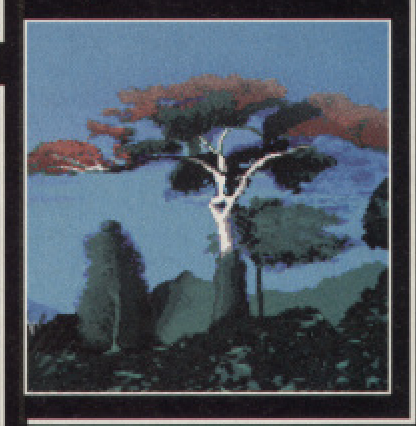
MISSION 2:
GREEN BERET
Pick the Green Beret up from the place marked on the map, then travel north to the landing pad. Destroy the vehicle waiting there, then drop him off.

MISSION 3:
HELICOPTER PADS
Not as easy as it seems, because helicopters are already airborne and ready to fire. Use Hellfires to bag them, moving backwards as you shoot because they'll fly towards you. Now destroy the pads with your chain gun, and pick up any bonuses uncovered.



MISSION 4:
SCIENTISTS
Shoot the guards next to the cells, then use missiles to blow them open. Chain gun any soldiers who appear, then lift the prisoners to safety.

MISSION 5:
POWs
Use the same tactic as the previous mission, but remember that your chopper can only carry six at a time.



MISSION 6:
WEAPONS PLANT
Attack the weapons plants from the north side. There are loads of buildings to be destroyed, and the aircraft which are being equipped. Destroy everything that moves, and pick up everything you can — including a hidden life.

MISSION 7:
WEAPONS COMMANDER
Capture the commander, who will give you all the juicy info about fuel and ammo emplacements.



Lemon & Lime cordial greetings to the L-shaped Lysander of classic proportions which along with M for Michaelangelo and perhaps even Mesapotamia is all you are getting this month. So get them enjoyed. Baaaa!



LEMMINGS part deux — OH NO MORE LEMMINGS

Kicking off with the sequel to those crazy green-haired dudesters, the 'Oh No' pack wasn't as well received as its predecessor. The chances are, you'll become bored quickly, so here are a few instant pick-me-ups:

	TAME	CRAZY	WILD	WICKED
1		TFLCAHVFBD	BAHPUDIJCN	UFIBAHTNDI
2	IHRTDNCCAD	FLCIHTTGBK	IHPUDIBKCG	FIBIHTUODR
3	LRTDLCADAO	HBALTTFHBS	LPUDIBALCD	IBALTUFPDO
4	PTDLCILEAF	BILTTFHIBL	PUDIBILMCM	BILTUFIQDH
5	TDLCAHTFAO	BAHPUFHJBN	UDIBAHTNCF	FAHPTDHBEJ
6	DLCIHVTGAJ	IHPUFHBKBG	DIBIHTUOCO	IHPTDHFCES
7	LCAMTTDHAF	LPUFHBALBD	IBALTUDPCL	LPTDHFADEP
8	CIMVVLHIAG	PUFHBILMBM	BILTUDIQCE	PTDHFILEEI
9	CAHRUDIJAR	UFHBAHTNBF	BAHPTFIBDH	TDHFAHTFER
0	IHRUDLCKAK	FHBIHTUOBO	IHPTFIBCDQ	DHFIHTTGEK
11	LRUDLCALAH	HBALTUFPBL	LPTFIBADDN	HFALTTDHEH
12	RUDLCILMAQ	BILTUFHQBE	PTFIBILEDG	FILTTDHIEQ
13	UDLCAHVNAJ	BAHPTDIBCE	TFIBAHTFDP	FAHPUDHJES
14	DLCIHVUOAS	IHPTDIBCCN	FIBIHTTGDI	IHPUDHFKEL
15	LCALVUDPAP	LPTDIBADCK	IBALTTFHDF	LPUDHFALEI
16	CILTUDLQAG	PTDIBILECD	BILTTFIIDO	PUDHFILMER
17	CAHRTFLBBL	TDIBAHTFCM	BAHPUFIJDQ	UDHFAHTNEK
18	IHRTFLCCBE	DIBIHTTGCF	IHPUFIBKDJ	DHFIHTUOED
19	LRTFLCADBR	IBALTTDHCS	LPUFIBALDG	HFALTUDPEQ
20	RTFLCILEBK	BILTTDIICL	PUFIBILMDP	FILTUDHQEJ

LEONARDO

Level codes:

10 EMMENTALER	20 ALPHORN
30 MATTERHORN	?? IVANHOE

Type FREIBIERC for infinite lives. The screen will flash and it will tell you that you have discovered the secret.

LETHAL WEAPON

During play, hold down any of the following simultaneously:

ALT, Y and I to turn off sprite collision

ALT, Y and K to increase ammo.

ALT, Y and I to increase lives.

ALT, Y and M to remove game sprites and platforms.

ALT, Y and N to correct game sprites and platforms.

ALT, Y and Q to get game completion credits.

ALT, Y and any number from 0 to 9 to select the levels.

If you jump onto the notice board next to the Mission 1 entrance and push up, you'll be able to collect 4 extra lives. On mission 3, jump along the 4th platform, ▸

LEMMINGS

...now the original geezers:

Two Player Codes:

Level 2	IJHLDIJCMX
Level 3	NHLDIJADMU
Level 4	HLDIJINEMN
Level 5	LDIJAJLFMW
Level 6	DIJIJLLGMP
Level 7	IJANLLDHMM
Level 8	JINLLDIIMV
Level 9	JAJHMDIJMX
Level 10	IJHMDIJKMQ
Level 11	NHMDIJALMN
Level 12	HMDIJINMMW
Level 13	MDIJAJLNMP
Level 14	DIJIJLMOMY
Level 15	IJANLMDPMV
Level 16	JINLMDIQMO
Level 17	JAJHLFIBNR
Level 18	IJHLFIJCNK
Level 19	NHLFIJADNX
Level 20	HLFIJINENQ

And the Xmas Lemmings:

Level 2	KKHLLJCCCS
Level 3	NJNLJCCDCS
Level 4	HLDNCKOECU

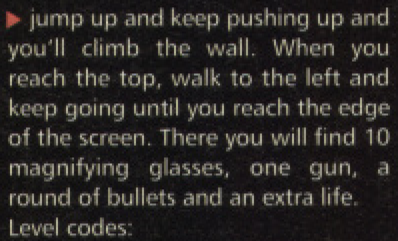
LEMMINGS (continued)

To stop those Lemmings from committing suicide, type FQUIGGLY on the title screen. Type in 'IAMNOTGOOD' then press space if you can't complete a level.

	FUN	TRICKY	TAXING	MAYHEM
1		HBANLMFPDV	MFIBAJLNFS	NHMFHFAKHV
2	IJHLDJBCCW	BINLMFJQDQ	FIBIJLMOFL	HMFHFINMHO
3	NHLDHBADCR	BAJHLDIBEO	IBANLMFPFY	MFHFAJLNHX
4	HLDHBINECK	IJHLDIBCEX	BINLMFIQFR	FHFIJLMOHQ
5	LDHBAJLFCT	NHLDIBADEU	FAJHLDHBGT	HFANLMFPHN
6	DHBIJLLGCM	HLDIBINEEN	IJHLDHFCGM	FINLMFHQHW
7	HBANLLDHCJ	LDIBAJLFEW	NHLDHFADGJ	FAJHLDIBIW
8	BIMLLDHICS	DIBIJLLGEP	HLDHFINEGS	IJHCDIFCIP
9	BAJHMLHJCM	IBANLLDHEM	LDHFAJLFGL	NHLDIFADIM
10	IJHMDHBKCN	BINLLDIIEV	DHFIJLLGGU	HLDIFINEIV
11	NHMDHBALCK	BAJHMDIJEX	HFANLLDHGR	LDIFAJLFIO
12	HMDHBINMCT	IJHMDIBKEQ	FINLLDHIGK	DIFIJLLGIX
13	MDHBAJLNCM	NHMDIBALEN	FAJHMDHJGM	IFANLLDHIV
14	DHBIJLMOCV	HMDIBINMEW	IJHMDHFKGV	FINLLDIIIN
15	HBANLMDPCS	MDIBAJLNEP	NHMDHFALGS	FAJHMDIJIP
16	BINLMDHQCL	DIBIJLMOEY	HMDHFINMGL	IJHMDIFKIY
17	BAJHLFHBOO	IBANLMDPEV	MDHFAJLNGU	NHMDIFALIV
18	IJHLFHBCDX	BINLMDIQEO	DHFIJLMOGN	HMDIFINMIO
19	NHLFHBADDU	BAJHLFIBFR	HFANLMDPGK	MDIFAJLNIX
20	HLFHBINEDN	IJHLFIBCFK	FINLMDHQGT	DIFIJLMOIQ
21	HLFHBJLFDW	NHLFIBADFX	FAJHLFHBHW	IFANLMDPIN
22	FHBIJLLGDP	HLFIBINEFQ	IJHLFHFCHP	FINLMDIQIW
23	HBANLLFHDM	LFIBAJLFFJ	NHLFHFADHM	FAJHLFIBJJ
24	BINLLFHIDV	FIBIJLLGFS	HLFHFINEHV	IJHLFIFCJS
25	BAJHMFHJDX	IBANLLFHFP	LFHFAJLFHO	NHLFIFADJP
26	IJHMFHBKDQ	BINLLFIIFY	FHFIJLLGHX	HLFIFINEJY
27	NHMFHBALDN	BAJHMFIJKF	HFANLLFHHU	LFIFAJLFJR
28	HMFHBINMDW	IJHMFIBKFT	FINLLFHIHN	FIFIJLLGJK
29	MFHBAJLNDP	NHMFIBALFQ	FAJHMFHJHP	IFANLLFHJX
30	FHBIJLMODY	HMFIBINMFJ	IJHMFHFKHY	FINLLFIIJQA

Second set of level codes:

	FUN LEVEL	TRICKY	TAXING	MAYHEM
1		HBANLMFPDV	MFIBAJLNFS	NHMFHFALHV
2	IJJLDNCCCN	BINCMFHQDO	FIBIJLMOFL	HMFHFINMHO
3	OHNLHCADCN	BAJHLDIBEO	IBANLMFPFY	MFHFAJLNHX
4	HNLHCIOECW	IJHLDIBCEX	BINLMFIQFR	FHFIJLMOHQ
5	LDLCAJNFCK	NHLDIBADEU	FAJHLDHBGT	HFANLMFPHN
6	DLCIJNLGCT	HLDIBINEEN	IJHLDHFCGM	FINLMFHQHW
7	HCANNNLHCW	LDIBAJLFEW	NHLDHFADGJ	FAJHLDIBIW
8	CINNLDLICJ	DIBIJLLGEP	HLDHFINEGS	IJHLDIFCIP
9	CEKHMDLJCO	IBANLLDHEM	LDHFAJLFGL	NHLDIFADIM
10	MKHMDLCKCX	BINLLDIIEV	DHFIJLLGGV	HLDIFINEIV
11	NHMLHCALCT	BAJHMDIJEX	HFANLLDHGR	LDIFAJLFIO
12	HMDLCIOMCJ	IJHMDIBKEQ	FINLLDHIGK	DIFIJLLGIX
13	MDLCAKLNCS	NHMDIBALEN	FAJHMDHJGM	IFANLLDHIM
14	LHCIKLOOCR	HMDIBINMEW	IJHMDHFKGV	FINLLDIIIN
15	HCEONOLPCU	MDIBAJLNEP	NHMDHFALGS	FAJHMDIJIP
16	CMOLMDLQCV	DIBIJLMOEY	HMDHFINMGL	IJHMDIFKIY
17	CAJHLFLBOT	IBANLMDPEV	MDHFAJLNGV	NHMDIFALIV
18	IJHLNHBCOP	BINLMDIQEO	DHFIJLMOGN	HMDIFINMIO
19	OHLFHBADDV	BAJHLFIBFR	HFANLMDPGK	MDIFAJLNIX
20	JLNACIOEDJ	IJHLFIBCFK	FINLMDHQGT	DIFIJLMOIQ
21	NNHCAKLFDS	NHLFIBADFX	FAJHLFHBHW	IFANLMDPIN
22	NHCMJLNGDO	HLFIBINEFQ I	JHLFHFCHP	FINLMDIQIW
23	HCAOLLNHDW	LFIBAJLFFJ	NHLFHFADHM	FAJHLFIBJJ
24	BINLLFHIDV	FIBIJLLGFS	HLFHFINEHV	IJHLFIFCJS
25	BAJHMFHJDX	IBANLLFHFP	LFHFAJLFHO	NHLFIFADJP
26	IJHMFLCKDV	BINLLFIIFY	FHFIJLLGHX	HLFIFINEJY
27	NHMFHBALON	BAJHMFIJFK	HFANLLFHHV	LFIFAJLFJR
28	HMNHCINMDP	IJHMFIBKFT	FINLLFHIHN	FIFIJLLGJK
29	MFHBAJLNDP	NHMFIBALFQ	FAJHMFHJHP	IFANLLFHJX
30	FHBIJLMODY	HMFIBINMFJ	IJHMFHFKHY	FINLLFIIJO



▶ jump up and keep pushing up and you'll climb the wall. When you reach the top, walk to the left and keep going until you reach the edge of the screen. There you will find 10 magnifying glasses, one gun, a round of bullets and an extra life.
Level codes:

1. KUIRFR	3. RSRKBA
2. BEIFCF	4. LYLSUA

LETHAL XCESS

In the Options menu, enter the word "coke". When the screen flashed blue you are in the cheat mode. Now press:

F1- Triangle,	F6- Formation,
F2- Drones,	F7- Seeker,
F3- Alien wiper,	F8- Hunter,
F4- Blaster,	F9- Shield
F5- Laser,	

LIGHT CORRIDOR

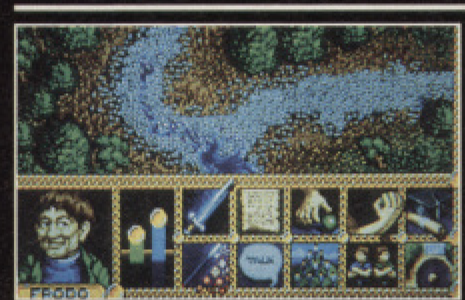
First a little hint: The green diamonds are essential as these award you with an extra life. Some of the red diamonds will allow control over two bats but this is more of a hindrance as the two bats prove confusing. Avoid the blue squares as they will shrink the size of your bat.

Level codes:

1	0000	21	3212
2	5400	22	0213
3	0101	23	8213
4	3901	24	5014
5	2602	25	1015
6	9902	26	8215
7	4303	27	5116
8	9003	28	7017
9	6904	29	5518
10	3305	30	2819
11	9305	31	2819
12	3406	32	9919
13	0407	33	7320
14	6407	34	2521
15	2008	35	0622
16	7408	36	3722
17	4709	37	1223
18	3810	38	4523
19	0511	39	4124
20	6811	40	1825
		50	9932

LINE OF FIRE

Type in OPERATION FERRET on the control options screen. You should now be invincible and pressing keys 0-9 will allow you to skip levels. You could also try pressing the HELP key once the game has loaded for a secret message and now type in WHAT A BUMMER for infinite credits and the level skip.



LORD OF THE RINGS

Explore the SHIRE (starting point) completely. There are items in this area that you will need later in the game. If the game tell you there is a chest in a room, use the skill picklock to open it. PIPIN TOOK has this skill.

LOGICAL

The password for the Editor is:
THE FINAL CUT
Level Codes:

01 WELCOME
02 THE OTHER SIDE
03 QUADRI QUADRA
04 STONE ROAD
05 NICE COLORS
06 MORE COLORS
07 REAL FUN
08 PINK AND PINK
09 GREEN PATH
10 BAD DIRECTION
11 DONT PANIC
12 COLORMANIA
13 REFRESHMENT
14 FULL MOON
15 RUNNING BALLS
16 GREEN RIVER
17 TWO ISLANDS
18 MORE ISLANDS
19 TIMES CHANGE
20 OTHER THINGS
21 BE HONEST
22 BLUE N VIOLET
23 THREE PATH
24 DANGEROUS
25 THE WANDERER
26 SECRET CHAMBER
27 FALCONS FLIGHT
28 BLUE ANGEL
29 FAR THUNDER
30 A SIMPLE ONE
31 BLUE VELVET
32 PARADISE I
33 CLASSIC ART
34 VENI VIDI VICI
35 WE LIKE IT
36 FOREVER HERE
37 WONDERLAND
38 THE SNARE
39 CURE IT
40 SUN IS SHINING
41 A RAINBOW
42 ARROW ROAD
43 TURNING WHEELS
44 ACCELERATION
45 THE PRESDENT
46 HE IS MISSING
47 WHO IS CALLING
49 ANCIENT ART
50 SHE IS GONE
51 LOGISTIC
52 TURNING COLORS
53 PARAMOUNT
54 THE LADDER
55 BACK N RED
56 TREASURE ROOM
57 DONT WANT THAT
58 THE FREE FALL
59 CORRADO BEACH
60 MORE POPCORN
61 WILD AT HEART
62 THE DARK AGE
63 DIMLIGHTS
64 THE FIFTIES
65 PICTURE OF HER
66 GORDIAN KNOT
67 HIGH SPEED
68 ALEXANDRIA
69 RUNNING TEAR
70 HER RAINBOW
71 WALK IN CREAM
72 TOUCH HER
73 SHADOWLAND
74 JACK IN BAG
75 VITAMIN C
76 STUNT BALL
77 MIRRORLAND
78 ACE QUEST
79 BOA BOA BOA
80 DA DA DA
81 HAUNTED HOUSE
82 THE SECRETS
83 SMILING JOKE
84 CHILDREN GO
85 IT IS ATLANTIS
86 ON THE ROAD
87 BLUE IS FIRST
88 WOLFS MOON
89 WILD CHINA
90 ITS LOGICAL
91 SHE COMPARES
92 BIG MOUNTAINS
93 TOMOTTOW
94 TELEPORTER JAM
95 LEVER SUNLIGHT
96 NEW EXODUS
97 THE PEACEPIPE
98 FINAL SURPRISE
99 WHITE MIAMI

LOCOMOTION

Good grief, I remember this. Came out originally on the Spectrum, and hasn't improved much...
Level Codes:

GAME : B CODE : BOOT
GAME : C CODE : CHOR
GAME : D CODE : DORF
GAME : E CODE : ENTE
GAME : F CODE : FUSS
GAME : G CODE : GIFT
GAME : H CODE : HAND
GAME : I CODE : IGLU
GAME : J CODE : JAHR
GAME : K CODE : KUSS
GAME : L CODE : LAND

LITTLE PUFF

Type in FAT DRAGON NÍNJA then Caps lock and L will skip levels.

LOOPZ

Level codes:

1	EASY	21	GZPN
6	GRVY	26	PLGR
11	TRBY	31	KRNC
16	STNL	36	BGDK
		41	FRNK
		46	ZSZS

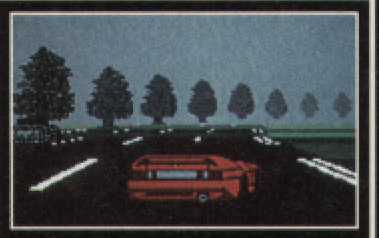
LOST PATROL

Rest for 50 minutes and, for no loss of food, your strength is restored by a few points. This restores all of your remaining men to 99 percent. Keeping up your men's strength and morale is vital. Giving your men 50 minutes' rest a night, or during the day when it's too dark to carry on, will slam your energy and morale levels to max. Even if you don't have much food, you don't have to worry, as your men will not eat it.

On reaching the first village (the first white cross on the map), search the area to find a hole in the ground where the villagers appear to be hiding. You then have two options: ENTER TUNNEL or USE GRENADES. Gomez is useful at this point, but if he is dead, go for the USE GRENADES option. Start off questioning the villagers normally by asking them "Where VC?" Once you have an answer, start the hard questioning, or a village boy will get hold of a gun and shoot one of your men...

LOTUS ESPRIT TURBO CHALLENGE

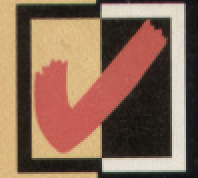
During a two player game type player one's name as FIELDS OF FIRE and player two's as IN A BIG COUNTRY. This eliminates the need to qualify in the Top Ten and allows you to crawl around the track at a much safer speed. If this doesn't work, try reversing the names of the two players. Try player's names as MONSTER and SEVENTEEN for an especially rocky ride in a vertically-scrolling shoot-em-up. Excellent!



LOTUS TURBO CHALLENGE 2

Typing the password TURPENTINE shuts the timer off at 10, and typing DEESIDE allows you to qualify regardless of your effort. Type DUX as a password to play a small sub-game. If you enter the words MONSTER and SEVENTEEN (in the respective name slots) you'll discover a... erm, rather familiar game.

Level codes:
Forest Course: None
Night Course: Twilight
Fog Course: Pea Soup
Snow Course: The Skids
Desert Course: Peaches
Motorway Course: Liverpool
Marsh Course: Bagley (BAGLEYE)
Storm Course: E Bow (BOW)



MAD BOMBER 2

Press F5 on the title screen. You will hear the word "Holiday", and the word "SKIP" will appear. Now when you start the game you will be on level 13. Repeat the procedure to deactivate the skip.

MAGIC MARBLE

Level codes:

1	— ADVERTISER
2	— EVERYWHERE
3	— TOOTHPASTE
4	— CONNECTION
5	— CLEVERNESS
6	— COPYWRITER
7	— TELEVISION
8	— CIGARETTES
9	— COMPLICATE
10	— IMPOSSIBLE
END	— INTERESTED

MAGICLAND DIZZY

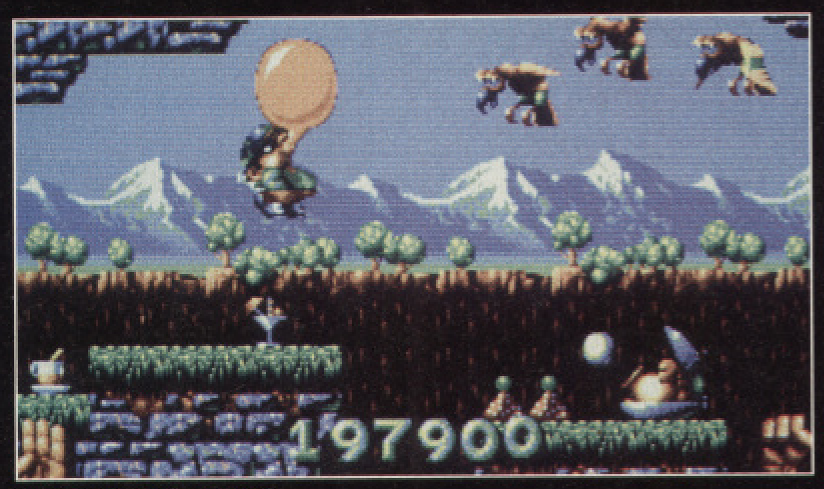
Anywhere in the game, pause and type 'DIAMONDS AND PEARLS' Unpause and continue with infinite lives.

MAJOR MOTION

Using both the mouse and the joystick at the same time will give you more power for ramming other vehicles.

MANIC MINER

In-game pause by pressing space, and press the * on the keypad. Unpause by pressing space again, and you should have nine lives. Repeat this when necessary.



MAGIC POCKETS

When you lose your last life, keep your finger on the fire button and the game will start again with your previous score. When you get to 100,000 you become super powered. On the first level enter three secret rooms using the teleport helmet. In the third room you will find a golden chalice. Pick it up and you will start each level with full power-ups.

MANIC MINER 2

Pause the game with the space bar, press the asterisk key and then unpause,you now have nine extra lives.

MARBLE MADNESS

For something a bit different, when you have completed the first level, stay where you are for a bit, and watch what happens.

MASTER NINJA

On skill level screen, hit SHIFT H instead of choosing a level.You will get 100 of each weapon.

LOTUS 3

TIMED RACES:

EASY :	MEDIUM :	HARD :
1: PWRWVWHNM-30	1: ANNSMQLPN-60	1: IYVVNVEQR-35
2: XMQIYSKAS-80	2: VZVDOPHCY-50	2: KAZZNIKAI-45
3: UVQSNPBCM-70	3: RTLMYJKHB-60	3: FGQLJGDAF-65
4: CWVBQPCAV-50	4: ERRURV -67	4: MFFSRPYDU-60
5: SFXUXXXXP-60	5: NSSSXXXXS-60	5: PLQTZQDPE-80
6: HSYWYSKCG-50	6: WSVUQPCSJ-70	6: ZKZGKJKKK-50
7: IVVEMMKOZ-50	7: OUNDEFACG-99	7: TGGJGGTTT-63
8: GXWDYPACV-68	8: AFZYBQCJT-70	
9: BZ ZF BAT-90	9: JBOUKJHKA-99	
0: LWNJWKACN-90	10: DASICOTET-80	
11: XDNUSEECE-85		
12: QDSCJVEBT-75		
13: SKGYXXXXK-57		
14: YKGJWVNAK-92		
15: WJMEGMEQH-60		

CHAMPIONSHIP RACES:

EASY :	MEDIUM :	HARD :
1: CRRIPWBXX-28	1: RLQYDVAKA-48	1: PPRGGQFVL-52
2: QPWMVQKCQ-34	2: HDMOQFAKA-51	2: JPIQKUHCE-65
3: XGPGPZHHS-42	3: WXQBQMDXD-88	3: EIIBGGAFE-48
4: FGWLSYCKM-51	4: UDONAJHAL-47	4: CIGIUQCLT-92
5: PRRUMPUMV-68	5: NKWCXXXXK-33	5: KNHUPHHKE-64
6: NANCXXXXZ-39	6: AONGLQKTC-63	6: VVOSHGSIS-86
7: IPWONWOBP-65	7: ZXJGHBKHF-70	7: RGHSVBRET-89
8: DPGTQKBHQ-42	8: YDOERACTJ-86	
9: IPMIJOBHQ-62	9: GXQFSUMPP-45	
10: MUYURWFHA-86	10: TVQLSYUFU-89	
11: WMQHYMTVJ-85		

MANCHESTER UNITED

If you're losing a game while playing, simply press the appropriate key/button to start a two player game and the other team should freeze, enabling you to win with ease.

MEAN STREETS

The object of the game is to prevent Project Overlord — a satellite which can control people — from going into operation.The men behind this are the chiefs of Gideon Enterprises and the Law and Order party. To stop the satellite you need to collect the eight passcards which were issues to the eight scientists involved with the project (one of them being Carl Linsky). Be quick though, Carl's wasn't the first death and it's certainly not going to be the last, so make sure you visit the potential victims before anything happens to them.Check out every possible location. If you miss an object you're in trouble. Quite simply, it may prevent you from getting any further in the game.

SCIENTISTS NAV CODES

Carl Linsky 4660/4663/4675
Cal Davis 3720
Sam Jones 0021
John Klaus 7012
Larry Hammond 4935
Ron Morgan 1998/6470/1710
Greg Call 4753/8911/1700
Bosworth Clark 9932

PASSCARD PASSWORDS:

Bishop Blue
Rook Black
Knight Purple
Pawn Green
Checkmate Orange
King Gray
Queen Yellow
Stalemate Red

VISIT THESE FOR INFO:

Sandra Larson 4599
Sylvia Linsky 4421
Steve Clements 4680
Sonny Fletcher 5170
Peter Dull 4674
Bash Dagot 4657
Ron Meat 4525
Wanda Peck 4621
J St Gideon 3891
Frank Schimming 4650
Robert Knott 0132
Smiley Monroe 3615
Aaron Sternwood 0439
Delores Lightbody 4920
Arnold Dweeb 4610
Tom Griffith 4590
Della Lang 2111
Lola Lovetoy 4603/4605
Jim Slade 4927
Bazil Mallory 2713

Getting out and meeting people is the only way to gain information and to progress through the game. And it's usually a good idea to treat them with respect. Don't go in fists flailing. Be reasonable — it's more productive, and you won't get hurt. When interrogating somebody try to find connections between them and other characters. A great many people in the game are linked and these links will need to be exploited to help you get further in the mystery.

PASSCARDS LOCATIONS:

Blue 4675 (Inside the Band Aid can)
Black 5194 (In a locker)
Orange 3270 (In a box in the cage)
Grey 5037 (In the safe)
Red 6470 (In the Piranha's pool)
Purple 8911 (in the shelf near the vine)
Green 7012 (John will give it to you)
Yellow 0021 (Sam will give it to you)
Interesting locations:
Bug Surf Hotel 5162
Law and Order HQ 5037
University 4663

MEGA BALL

On any level hit RIGHT-AMIGA P for invincibility.

MEGATRAVELLER 1

A quick tip to gain cash. Find a High Tech world with a low law level and buy as many PGMP's as possible, although this may only be one initially. Then go to a lower Tech,higher law level world and sell the merchandise.

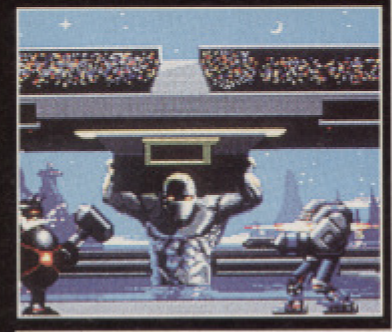
Ideal planets: LLUN/EFATE (when using the trader character on the disk you can purchase a PGMP for 130500 credits) and STUR/EFATE (where not only is there a PGMPlying on the floor near the Gun shop, but they can be sold for 244500 credits). In no time at all and with a little cost (because you are staying within the system) you will gain riches untold!

MENACE

This one's a bit tricky — type 'XR31TURBONUTTERBA**ARD' (replacing the asterisks with the correct letters!) while the game is in progress. Try doing that without getting killed off! You should now have a large supply of shields, cannon and lasers. They will run out eventually so you have to type it in again.Another cheat file lists the code with spaces between words! Type XR31 TURBO NUTTER BA**ARD and hit keys 1-6 to select a level.Then press RETURN for extra weapons.

METAL MASTERS

Press F4 key to turn off the enemy's automatic mode so that he can't move.You can now take a step forward and kick seven bells out of him without any damage.



MERCENARY — THE SECOND CITY

Fly the dominion dart as usual, fly to above 350 metres, level off (your speed should be 1,781 kph) and fire a missile. Pick the missile up once you get close to it and then land. Go to 08,08,take the crashed intergalactic craft and go to 08,06, go underground exit your ship and walk through the triangular door — bingo, you now have access to the authors cheat room where you'll get keys to every door, passes out of prison and the ability to carry oodles of goodies in your pockets!

MICKEY MOUSE 2

Level Codes:

1. TIME	15. ZERO
2. TEST	16. FIRE
3. GAME	17. ROOT
4. SHIP	18. READ
5. RACE	19. TAPE
6. WORD	20. UNIT
7. SHOP	21. SONG
8. SIZE	22. TYRE
9. QUIZ	23. LOVE
10. DOLL	24. NOTE
11. DATE	25. JAZZ
12. ZOOM	26. HELP
13. DISK	27. KING
14. GOLD	28. GIFT

MICKEY MOUSE

While playing, type in 61315688. A flickering line should appear in the border, indicating that the cheat mode is in operation. The following keys will now activate these handy features:

F2 — Opens the door to the next sub-game
F3 — Starts a fight between you and a witch
F4 — Refills your water pistol or obtains gun

MIDWINTER

Don't bother with the tedious procedures of recruitment, just head straight for enemy HQ with some dynamite and introduce them to Mr. Big Explosion. Also if you start every game by clicking the mouse in exactly the same place on the START screen, every game will be set up identically.

Invulnerability:

AGAINST MISSILES: Whether you are skiing or driving a snow-buggy, the moment you hear the missile being launched, stop immediately and begin to turn around. Keep turning on the spot. The missile will narrowly miss you then come back and keep pace alongside you for a while until it finally speeds off to clobber someone else not so smart.

AGAINST MORTARS: Watch for the bomber. It will always come over the horizon in front of you. If you are stopped, wait until it is approximately half way to you (otherwise it may be able to dodge your missile) then blast it. If you are moving fast blast it the moment it appears over the horizon. If the bomber does manage to drop mortars turn 90 degrees quickly and speed off.

MEGA-LO-MANIA

Level codes:

2nd Epoch	— BNYABDUNBHV
3rd Epoch	— COVCPMJVEBL
4th Epoch	— WKCCHIEUKNL
5th Epoch	— GATAVRXRONT
6th Epoch	— WWKDXGPXDBZ
7th Epoch	— KUUCTOPLGHV
8th Epoch	— PEHAJBPKZAQ
9th Epoch	— GYJDJHPNFHN
Mother Battle	— TJLBVSNNIGD

Cheat codes:

Madcap	Scarlet	
1. IVIAZXF1WMB	1. OVIAYASIWMO	100 men
2. ELEALUFOPNP	2. KMEAKXROPNQ	200 men
3. MOXALSLTFCZ	3. SPXAKVXTFCA	300 men
4. IFTAJNFPOVN	4. DGTAIQRPDVO	400 men
5. MCOALOIXVPR	5. SDOAGLLIVPS	500 men
6. NZHPVHLMLEN	6. SAIBUKXMLEO	600 men
7. QWCPHELHGLP	7. WXCBGHXHGLQ	700 men
8. MMYAFZEZXFD	8. SOYAECRZXFE	800 men
9. IQUBTYQSPAD	9. ORUBOBESPAE	900 men



MIDNIGHT RESISTANCE

When the game is running in the demo mode, type in ITS EASY WHEN YOU KNOW HOW (don't forget the spaces) and start the game as normal but with infinite lives.

MIGHT & MAGIC II

To earn heaps of experience points, make a backup of your original play disk. Now boot, and insert the disk that contains your characters. Save them onto your second backup by going to the inn. Buy three tickets (green, yellow, red or black) and try to win in all three arenas. Remember to save after each victory.

Once you have a victory in each arena, go to the castle where the bishop is held captive. Before entering flick the write protect tab to protect your disk. Then enter and free the bishop with the correct key. He will give you experience points if you have won three fights of the same colour. Exit and go to town. Open write protect tab and save at the inn.



You can repeat this several times. Once you have acquired mega-experience, save your party using your original backup of the play disk.

MIGHT & MAGIC III

Teleport Codes:	REDHOT
HOME	AIR
SEADOG	WATER
FREEMAN	FIRE
DOOMED	EARTH

MISTER & MISSIS

Level Codes:

0 Training Level	LUDWIG
1 Woodland	WOODLAND
2 Tower	DSCH
3 Factory	BABAYAGA
4 Desert	GLOBULE
5 Cavern	QUIXOTE
6 Sewer	THE MOJO
7 Dungeon	CLANGERS

MONTY PYTHON

When you get onto the high score table, enter your name as 'SEMPRINI'. When you start the game, the options menu will now have the option of making the hidden bonuses invisible or visible. When you die, you will start the game on the last level you were on.

MOVE EM

Level Codes:

1. IHKKSDCC	26. LKVXXSAE
2. NHFSTJLL	27. QWUICBVE
3. IJGGFDSG	28. MNMNCBXW
4. AKJSWEZE	29. ULNBUWEU
5. ADDSFWWW	30. WNXYQZUE
6. UTRQKLKK	31. HUETTWEW
7. LPAPWIEW	32. PPOEUUCH
8. ZTTRDGFS	33. LJWQZECB
9. LKLSDGET	34. MBXCWICS
10. PLPLPWZZ	35. LASGFHEZ
11. LKSFDREE	36. LKDIUIWE
12. DARSEZZE	37. LKAZUWUE
13. IUEGDGHS	38. SDNCEUZF
14. LHSVXVCD	39. LKIIFGDW
15. LKJHJEZT	40. BCNVDFWE
16. IIIEUWDD	41. CXEIUWXS
17. LLKASHBC	42. AJDHXVWW
18. CCDFFEJF	43. IRWEHCBS
19. JJASDTES	44. MCSUZEOI
20. LIEZGXCY	45. MCNWIVBD
21. LNGGSIIW	46. MCLSOEIW
22. OKDPWEOO	47. LLDFIOED
23. LASZEWQZ	48. PEIRNFDN
24. MBCWZTED	49. PCEGXNBC
25. LKASHHEE	50. GRISWOLD

MOONSTONE

Take a trip to Stonehenge, keep hold of any valuable items and position the pointer at either the word GOLD, STRENGTH, CONSTITUTION or ENDURANCE and tap the fire button. The druids should continue the ceremony and you will get an extra life without losing any items whatsoever. When you enter Stonehenge and you have to offer a magical item to Danu, click on the Strength (STR) for an extra life. Do this as often as you like.

SNIPTIPS

What can I say? You crazy bonkers readers you! Just about everyone sending in tips has embraced and, dare I say it, loved our Snipping The Tippings motif. Just for the record, it has to be spoken in a sort of Russian/Swedish accent, accompanied by lots of head movement. Thanks. I love you.

GLOBDULE
Psygnosis

Ta to Martin Richards from Cheshire, who has this rather nifty little cheat for the interesting blob-thing game from our old (and might I venture, special) chums at Psygnosis. Once you've completed the easy first world, go back onto it and select the level 'Which way first". When you enter, move *Globdule* to the left, avoiding the spikes. When you start moving upwards, you'll see a left turn into a cave. Enter the cave and move to the left. AVOID PRESSING THE FIRE BUTTON. You'll enter a hidden tunnel, and at the end will find a cave full of stars. Collect these as press escape lightly and quickly. You'll find yourself back on the first world map again, from where you can repeat the process again, with an extra life being awarded after every two visits. When you've got as many lives as you want, return to the first world map and press Escape lightly and quickly. If you've done this correctly, you should find yourself back at the world map with more lives. You can also do this each time you complete a world to prepare for the next. HURRAH!

COMPENDIUM AHOY!

'Snip Tips' fans might be interested to know that a compendium of Amiga cheats is now available from a young chap called Christian Oliff for the grand sum of £2.50. The compendium contains cheats, codes, passwords, maps, sub-games, solutions, hints and tips. I've had a look at a sample and it has to be said that it's very nice indeed. So, if you're interested, send a cheque to the following address, made payable to the aforementioned Christian Oliff, 33 Hillside Crescent, Weldon Corby, Northants NN17 3HF.

RUFFIAN
Grandslam

I'd like to thank ... ME! Yes, me me me! I've been absolutely great, and as a result have tons of codes for the rather juicy little platformer reviewed last month. Take it away, José.

MUSHROOM	STUMBLED
CORNWALL	UNDERLAY
AEROFOIL	ASTATINE
CHARCOAL	DISKTEST
INJECTOR	HEADLAND
LOOPHOLE	PRUDENCE
WEIGHTED	SHOESHOP
HATSTAND	LOTHARIO
ALMIGHTY	

And the cheat modes...

MANYLIFE — 20 lives
TIMELESS — Infinite lives
FIREMORE — Infinite pips
SPACEBAR — Rapid fire (type this in and then press the real Spacebar during the game).

ANTS
Kellion

Though Harry 'thoroughly enjoyed' himself while reviewing *Ants*, I can't help but notice that it's crap. Of course, there are a lot of crap games out there, but that doesn't stop you buggers from buying them time after time does it, eh? So anyway, if you are stupid enough to swap money for poo, here are a random selection of codes that Hazza jotted down while trying to stay awake. TOCCATA, PLAIN, ULYSEES, IBSEN, SABRE, RASTA, TERRA, EMPIRE, WRAITH, YTANGA, PTAU, OEDIPUS, CHORD, REGULUS, PREACH, SUBRUN, STEEL, INGOT, AARDVARK.

CANNON FODDER
Sensible Software

Thanks very much to Steven Hyde of Bakerfield who sent in a ton of cheats, including the location of the power-ups in the original Can Fod.

SUPERDUPARANKABOOSTAS
Mission 8. Phase 3 (Deliverance): Under the palm tree at the end of the path at the top of the base.
Mission 16. Phase 2 (Sewers Canal): To the extreme top left of the level.

SUPERDUPABULLETPROOFAVEST
Mission 12. Phase 4 (North face of the Eiger): Next to the fat snowman in the top right (you can't see it.)

SUPERDUPAMISSILEBOOSTA
Mission 8. Phase 3 (Deliverance): Under a bush in the but just below the river.

SUPERDUPATROOPABOOSTA
Mission 20. Phase 1 (Tank Top): In a cut next to the river. (Mind the spike!)

CANNON FODDER 2
Sensible Software

And the sequel? Over to Steven...

SUPERDUPATROOPABOOSTA
Mission 12. Phase 4 (Wish the lads were here): Under the turret right next to you.

SUPERDUPATROOPBOOSTA
Mission 17. Phase 2 (Road From Hell): Under the third turret.

THEATRE OF DEATH
Psygnosis

And here's that naughty Steven Hyde again, with a handy cheat for Psygnosis' would-be-*Cannon Fodder*. Just enter SHED SOFTWARE as the code for infinite ammo.

UFO: ENEMY UNKNOWN
MicroProse

I've had tons of queries about this excellent strategy game from the Dutton-lands, so cop hold of this little beaut', straight from the clever pens of Mr Andres Chu and Mr Robbie Condliffe.

This cheat was found on an A1200, but does involve mucking about with files, so make a back-up copy. It also requires you to have an already saved 'good' game (i.e. with decent soldiers and technology).

Save the good game into slot number one. Now start a new game and immediately save the game into slot number two.

Now load up Workbench and find your saved games (Files; Game No.1 and Game No.2)
Open both drawers and show all of the files in Game No.1 and Game No.2.

Delete the following files from GAME NO.2: Base.Dat, Soldier.Dat, Craft.Dat, Project.Dat, Purchase.Dat, Product.Dat, Geodata.Dat, Xcom.Dat, Zonal.Dat, Xbases.Dat, and Facil.Dat.

Now replace these with the ones from Game No.1. Re-boot *UFO* once more, and load up the saved Game No.2.

All this stuff is absolutely brilliant and deserves a fabulous software prize, so hold on to your various horses Mr Condliffe, and I'll see what I can't find you!

GULP
Ice

My humble thanks go out to young Master Michael Webb from Chadwell Heath, who sent in a complete list of codes for the would-be-*Lemmings* pretender. I realise that this game was issued forth from the authors of *Akira*, but don't let that put you off!

LAB LEVEL	GNOMES
WILLOW	PUPPET
BROOKS	
KARLOF	**SPACE LEVEL**
B-MOVIE	
JEKYLL	AMORPH
	GALAXY
SEA LEVEL	ALARMS
SCALES	PHOTON
SALMON	LASERS
PIRATE	
SEAGUL	**ALIEN LEVEL**
WWORLD	
	RIPLEY
TOY LEVEL	HUGGER
PENCIL	NATION
SKATES	T-2000
VISION	ENDTHE

BLASTAR
Core Design

A nice little cheat for this average shoot-'em-up from ex-Amiga games producers, Core (traitors!). Anyway, pause the game and type MALICE OF THE MYRKOIDS. Now press up on the cursor key to replenish your energy. Also, numbers 1 to 9 on the top row and Q to Y skip levels. Del takes you to the shop, although you do still need to obtain cash normally.

You're not going to believe this, but, from next month every Snip Tip we print will win it's author a Hit Squad game! Free! Ocean are fab aren't they, readers.



GAMES SURGERY

The Cyber-Surgery has been sadly quiet this month, but ye olde paper and pen department hath been a'scribbling an' a'scribing away like nutters. Matt The Medic would like to thank each and every one of you. But he probably won't. At all.

Dear Matt,
I'm stuck on *The Secret of Monkey Island*. I can get the idol of Many Hands and I can pass the treasure hunting, but I can't beat The Sword Master. Can you please give me a few tips?

Oscar Boo,
Tottenham.



Nice name Osc, and yes, I have your bananas here in front of me. My solution just says... "Go to the house in the bottom corner of the map, and use your money to buy sword fighting lessons. Keep saying that you're good enough until he lets you in. When you come out, wait for passing pirates and have lots of sword fights until you have all the different insults and replies (this takes a while). Fight the Sword Master, and when you win she'll give you a T-shirt. Also buy a fake map from the man in the town." There you go. Hope that helps.

Dear Matt,
Could you please help me with *Soccer Kid*? I can only get to the end of level two, but can't beat the end of level boss. I would be very grateful if you could give me some level codes or cheats.

Peter Geraghty,
Warrington.



I'm afraid there are no cheats for this game as such, but there are, however, some very handy special icons to be found in the trees during play. On any one of a number of levels, you can stand directly under the trees and kick the ball straight up into it. If there's a special icon to be found, you'll notice it flash slightly. You must then kick the ball up into the tree and hit the icon four times to receive an extra 4000 points. Now if you repeat this process four more times, you'll uncover the special icon, which could be anything from invincibility to speed boots. Tres handy, non? Gooooоaaaaaal!

DON'T ASK ME!

Look, I thought I'd made it quite clear that we're not at home to Mr Thicky. Just recently everyone seems to have decided that ringing me up and asking me lots of silly questions is a good thing to do, BUT DON'T!! Feel free to write in, but as far as telephone enquiries go, call the companies themselves. Here are some handy, hot, help-line numbers to get you going (not to mention get rid of you):

Maxis	**0171 250 0215**
MicroProse	**01454 329510**
Millennium	**01223 846023**
Ocean	**0161 839 0999**
Team 17	**01924 271637**
Virgin	**0181 964 8242**

Dear *The One*,
I am completely stuck at the beginning of *Universe*. Having extended the bridge and used the mirror to destroy the guns, I keep getting killed when the robot attacks. What on Earth is the code for the door leading upstairs?

Ryan Peile,
Rottingdean.



I'm not all that familiar with Universe to be really honest, so here's what I think is a relevant passage from our complete solution (still available from 'Back Issues', November 1994.) This is where you've just returned to the Gavric home world for the second time... "Walk around the corner on the left until you hit a dead end where you'll find a heavily guarded door. Throw the mirror at the door to destroy the lasers, then the alien will tell you to go to Silphinaa's house — it's the one in the middle. Use the intercom and you'll be invited in. After your conversation with Silph', the guard droids will arrive. Attack the keypad with the metal bar to get access to upstairs." Good luck chum.

Dear Matt,
Please could you help me? *Monkey Island* is my favourite game, but I've been stuck for months. Could you tell me how to get something for the thread — to make the voodoo doll of Le Chuck?

Athena Jade Wragg,
Age 8.



Hello there little girl. Yes, I believe I can help you. The voodoo doll is made out of: the hanky, the skull, the underpants, the doll, and the beard (that you trap in the elevator doors). Pop them all into the Ju-Ju bag and give 'em a stir. Have fun.

Dear Matt,
Please could you help me with *Beneath a Steel Sky*? I just got the tuning fork with Anita's card. What do I do nest? I have also punctured a hole in the grill of the wine cellar. Please help! I am carrying the rope, Joey, a spanner, a pole-thing (from the beginning of the game) a light bulb and two ID cards.

Nicholas Freer
London.



Go to the LINC-space interface via the Security Station's lift, use Anita's card in the interface slot, and then sit in the chair. As for the tuning fork, well... er, having consulted the Big Boy's Book of Helpful Hints, I, er, can't actually find out what to do with it after collection — so it's one for the showoffs I'm afraid. Oh, and go though the grill!

THE SURGERY IS NOW CLOSED

Ladies and Gentlemen, flesh-face has left the building! Never mind, keep sending your game queries to: Matt The Medic, Games Surgery, *The One*, 30-32 Farringdon Lane, London EC1R 3AU. Or you can e-mail us at: theone@cix.compulink.co.uk. As previously mentioned, DO NOT CALL ME. I don't like you. At all.

SHOW-OFF SHELF MEDICATION REQUIRED

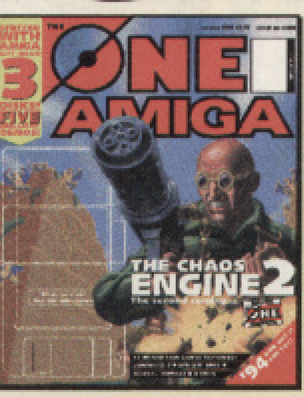
● I've received a letter from Adrian Bernascone beginning "Dear Vampyra"! I mean, do I look like 'Vampyra'? Hmm? Do I look like the sort of tart who flashes her baps in *CU Amiga*? (Yes — Andy.). Anyway, can anyone help this prat? First up is *Robinson's Requiem*, where he can't find the second Robbos body in 'The desert of death'. In *Ishar 3* he's completed the portal in the garden but can't get the lizard men to appear in the old town. Lastly, he can't find the lockpick casing and diagnostic unit to make an electronic lockpick in *Bloodnet*. We said that you buy it from Hardarm Tacktick, but (apparently) this is not so.
● Andrew Stern, age 11, is stuck on the pirate ship in *Crystal Kingdom Dizzy*. He has fixed the helm and put up the flag, but er, what next?
● P Miller is having trouble finding the fourth Darkmoon key in *EOTB2*. He's stuck in the room where the writing on the wall says "Leave many things."
● Chris Clay is also stuck in *EOTB2*. He's in a room with a hole in the middle. When he clicks on the hole it says the floor feels soft here, but how does he get out? Eh?
● More *CK Dizzy* queries, this time from Ian Lawrence. The lad is well-stuck on part three (Desert Island) where he has the pin, pickaxe, oxygen tank, large box, fins, torch, and a full oil can. He has also rescued Crazy Joe, and used the plaster on the dingy. He's inflated it, but can't get it in the water. Help?

FREE PRESCRIPTIONS

● Young nurse, Luke Croll and Doctor Matthew Sharples have written in to answer Mark Waite's query on *Treasure Island Dizzy* (April issue.) Luke reckons you need the bible to stop the pirate killing you when you when you steal the treasure, while Matthew thinks it stops you from being struck by lightening when you leave the grave. Take your pick!

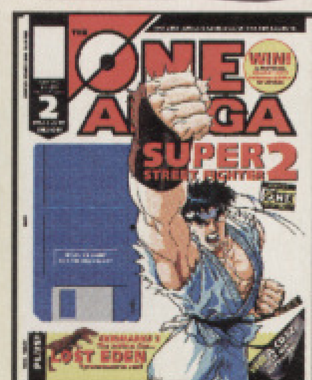
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JANUARY 1994

ON THE DISKS! Galactic: The Xmas Remix, a complete game from Stavros Fasoulas — plus a demo of Zool 2 and a complete A1200-only PD game! *WiPPED!* Universe, Cool Spot, Dennis & Gnasher and Heimdall 2 Part 2! *REVIEWED!* Mortal Kombat, Zool 2, T2, Microcosm, Bubba 'n' Stix and loads more. *TIPPED!* Players' guides to Body Blows Galactic, Combat Air Patrol, Jurassic Park and bundles more! *PLUS!* Programmers of Liberation speak! Massive preview of the games scheduled for release in '94.

JUNE 1994

ON THE DISKS! Armour-Geddon II, Gulp! Kung Fu Charlies! *WiPPED!* Super Stardust, Dragonstone, Embryo, Ruff 'n' Tumble, Kick Off 3! *REVIEWED!* Elfmania, James Pond 3, Traps 'n' Treasures, Last Action Hero, Bump 'n' Burn and a cast of thousands. Well, three actually. *TIPPED!* Complete solutions to Darkmere and Beneath a Steel Sky and a few other unimportant stragglers. *PLUS!* Some other interesting feature sensations, which weren't exactly about games.

JULY 1994

ON THE DISKS! Sensible Soccer International, Out to Lunch! Empire Soccer, Quik! *WiPPED!* Kid Chaos, Top Gear 2, Wild Cup, Psycho Pinball and several more! *REVIEWED!* Out to Lunch, Banshee, Crash Dummies, Impossible Mission 2025 is all I can remember! *TIPPED!* K240, Perihelion, MUPLC, Armour-Geddon II and ensemble. *PLUS!* The History of the Amiga before it all went went horribly wrong. With some pictures. Of us. Again.

SEPTEMBER 1994

ON THE DISKS! Ruff 'n' Tumble, Putty Squad, Dragonstone! *WiPPED! Cyberwar* (doh!) King of Thieves (doh!) ATR, Football Glory, Litil Divil and a hatful of songs! *REVIEWED!* Universe, Pinkie, Ishar 3, The Clue, On The Ball and sackful of dreams! *TIPPED!* Benefactor, Valhalla, Kings Quest 3, Out to Lunch, James Pond 3! *PLUS!* Brains! Who is the Amiga's cleverest programmer? And some other things to.

OCTOBER 1994

ON THE DISKS! Alien Breed 2: Tower Assault, Zonked! (or X-IT as it is now very cleverly called) Sensible World of Soccer! *WiPPED!* Jungle Strike, Mega Race, PGA European Tour, and doubtless some further games in the making! *REVIEWED!* Theme Park, Litil Divil, Gulp!, Starlord, Reunion etc. *TIPPED!* Kid Chaos, Heimdall 2, Ishar 3 etc. etc.! *PLUS!* Peter Molyneux coughs up! And 'Everything you ever wanted to know about the Amiga, but already knew'.

NOVEMBER1994

ON THE DISKS! Aladdin! Embryo, and, er that's more than enough for you buggers! *WiPPED!* Cannon Fodder 2, Powerdrive, Premier Manager 3 and a whole lot more! *REVIEWED!* Aladdin, FIFA Soccer, Football Glory, Guardian, Zonked! Which never came out, until now. Under a different name. *TIPPED!* Universe, Benefactor, Litil Divil and the rest of the games! *PLUS!* Dominik Diamond. Is Simon Byron's best mate. Because he's on telly.

DECEMBER 1994

ON THE DISKS! Rise of The Robots! And Mortal Kombat II. And really, we do rather spoil you! *WiPPED!* The Lion King! Mortal Kombat II, Sensible Golf et tout les autres. *REVIEWED!* Cannon Fodder 2, Premier Manager 3, Zeewolf, Jungle Strike, PGA European Tour! And so many more that my head's fallen off. *TIPPED!* Reunion, Robinson's Requiem and ladies accessories. *PLUS!* A fandabidozi MKII Poster! And that's it!

JANUARY 1995

ON THE DISKS! Jungle Strike! Battle Tanks! Holiday Lemmings! Skidmarks 2! Base Jumpers! Yes that's right the five of them. At the same time! *WiPPED!* The Chaos Engine 2! Pizza Tycoon! Shadow Fighter (special bluey edition)! *REVIEWED!* Mortal Kombat II, Dreamweb, Pinball Illusions, ROTR, Overlord, and far too many golden moments to mention here. *TIPPED! Zeewolf, Crystal Dragon, UFO and more games than you can shake a stick at! PLUS!* Behind You! The best games of 1994 (allegedly)!

FEBRUARY 1995

ON THE DISKS! Marvin's Marvellous Adventure! Shadow Fighter! and, rather predictably, that's your lot! *WiPPED!* Chaos Engine 2 (again), Boo!, Master Axe and a complete hatful of songs! *REVIEWED!* The Lion King, Bloodnet, Flink, Dragonstone, Shadow Fighter and more! Games. *TIPPED!* Mortal Kombat II, Lemmings 3, Sim City 2000, Tower Assault and other sundry old lags! *PLUS!* The Eliza Files: The Fluff with the Guff corners some poor swine from the software industry and asks him about his mum.

MARCH 1995

ON THE DISKS! Valhalla: Before the War! FIFA International Soccer! and, rather lamely, that's it. *WiPPED!* Worms! Chaos Engine 2 (is there no end to it?), Pussies Galore!, Elite III (Frontier 2)! Alien Breed 3D! *REVIEWED!* ATR, Speedball CD32, King Pin, Skeleton Krew, Valhalla: Before the War and a tin of pineapple chunks! *TIPPED!* Lemmings 3! Cannon Fodder 2! Shadow Fighter and Teacake for the Derby! *PLUS!* The Eliza Files: More blaggery from the slaggery *AND!* Censorship. We fail to adopt a coherent position on this crucial subject!

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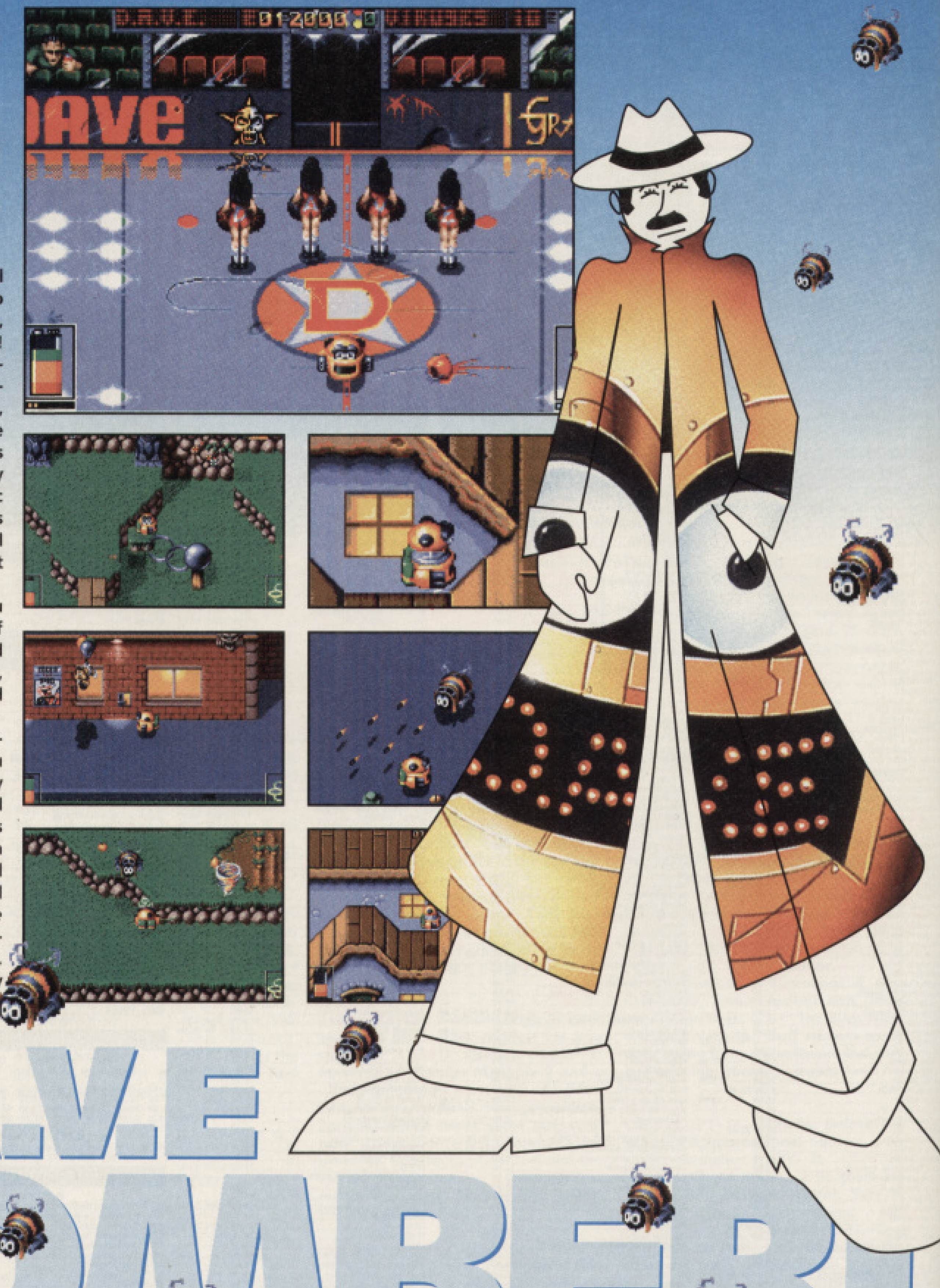
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2. Virocop is a clever amalgam of which two words?
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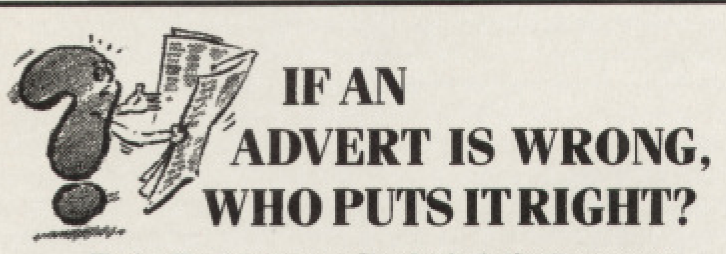
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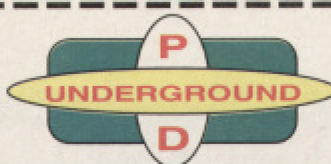
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PD ZONE

Hello again, and welcome to the same old tosh, month in, month out. Just for a change, Matt Broughton thought he'd take a look at the Public Domain software currently available. Oh, there's lovely. Pass me that flenching blade, would you?



Snowman is an Island.

OBSTIKLE

F1 Licenceware, Disk F1-076

Upon loading *Obstikle*, the entire ground floor office was suddenly plunged back into a kind of Yuletide loving, sharing, giving mood, as the rather unexpected vibes of 'God Rest Ye Merry Gentlemen', 'Jingle Bells', 'We Three Kings', 'O little Town Of Bethlehem', 'Hark The Herald Angels Sing' and 'We Wish You A Merry Christmas' suddenly burst forth from my monitor's rather fuzzy speaker.

Hmm, not exactly a seasonal offering, but still, only another eight months shopping, er... days left. Or something. So then, what of this *Obstikle* game? Well, other than an 'amusingly misspelt title' (which is always guaranteed to annoy old Hazza) *Obstikle* tells the story of how one family's Christmas was ruined, simply because they were all so poor. In true 'miracles at Christmas' style, the tree fairy decides to help by bringing one of the decorative balls alive, calling him Bert, and sending him of to Pressie Land to bring back some goodies. Poor old Bert eh? There he was having a nice time just dangling, and all of a sudden he's off to risk life and limb (not that he has any, but, well, you take my point).

It's actually nothing more that a bouncing platform game, where you have to spring yourself on to a number of hovering boxes and collect the presents left thereon. Collect all of the toys on offer before the time runs out, and a little door opens, allowing you to move on to the next level. There are bad guys to get in your way, along with the age-old dissolving platforms etc. The only real thing stopping you (apart from the bad guys obviously) is the realistic inertia, momentum, and gravity that nobble you as you bounce around the place. You often have to jump on the spot, gaining more height with each leap, until you can reach a particular platform. Of course, once you get there, it's down to some fairly nifty counter-action to stop yourself from just falling or sliding off the other side!

This isn't too difficult for hardened platformers etc. but what with many platforms crumbling after only a few visits, you need to have pretty good accuracy throughout.

That's really the essence of the game, and other that praising the game for excellent presentation and cute graphics, there's not a lot to say. If you like a lot of chocolate on your biscuit, join our club. If, however, you quite like simple platform romps, this is fairly charming. But harmless.

OVERALL 78%

DOCTOR STRANGE 2

17 Bit Software, Disk 3643

Many of you may remember *Doctor Strange* as the rather splendid *Panic Attack* clone that appeared, oh, at least a good year ago. Well, the mad one has returned, and this time he's abandoned his bucket and spade in favour of our old friend, Mr Gun.

Einstein-a-go-go?

Yes, he is most definitely back, but this time he's taking to the platforms in a different way, and rather than having to clear the game screen by screen, has now entered Scrolling Progression Land, and is looking for trouble. Let me tell you.

Each level is filled with the usual gaps to be leaped, spikes to be avoided, and slimly creatures to be shot, but as with the original *Doctor Strange*, the presentation is a right old treat from the pleasant (yet irritating. — Haz) rendition of 'Happy Talk' in the intro, right through to every little pip and squeak.

Your gun fires goop from a limited supply shown on-screen and, unless you hit one of the invulnerable enemies, stuns them long enough to be collected. This is worth doing as it will go towards your end of level bonus. There are also a number of bits and bobs to be collected that will either contribute to the aforementioned bonus, or otherwise open up doorways and passages.

Each level has an exit door somewhere, and it's up to you to find the correct route to it, making sure you activate as many switches as possible along the way. Get this right, and by the time you get there the exit should be all wide open and ready for you, at which point you do a rather nice little shuffle, and disappear down the corridor. *DS2* is fairly standard in originality and plot, but more than makes up for it with excellent graphics and a certain indescribable slickness overall. Along with games such as the original *Doc Strange* and *Ork Attack*, it's these sort of games that really show the amount of talented programmers out there in PD land. Keep it up chaps!

OVERALL 90%

STEP FIVE

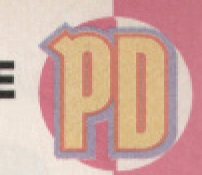
17 Bit Software, Disk 3646

Hello! What's this then? A bloody *Tetris* clone? Surely not. But it's true, I've succumbed to the obvious bit of PD. I very rarely include *Space Invader/Tetris/Mario* clones on these pages nowadays, but it has to be said that this is actually quite a loverly bit of software.

Step Five is a pretty straight version of *Tetris*, but it looks very nice and has some rather pleasant tunes playing in the background all the while. The tile shapes are slightly varied from the traditional *Tetris* jobbies, but all the normal rotations and controls apply.

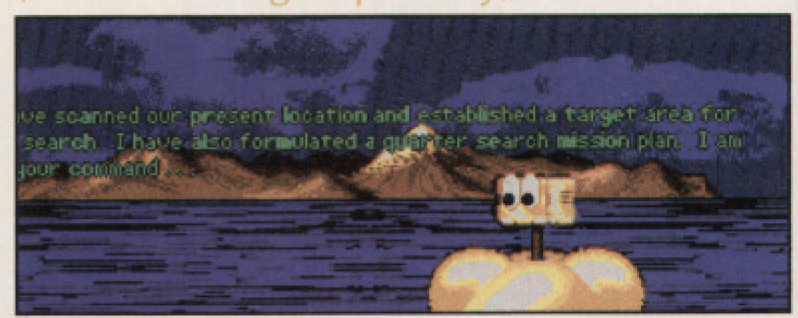
Where *Step Five* varies (enough to make it a touch more interesting, but not weakening the original appeal) is that it rewards you if you manage to clear a particularly deep stack, offering such sweetmeats as handy little individual first-aid boxes, and the option to select your next tile shape.

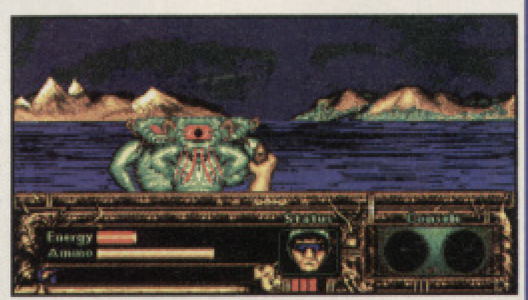
On the other side of the coin (Which coin? You haven't mentioned a coin at all. — Harry) the game can also be a bit git-like, occasionally freezing your tile and leaving you helpless while an enormous stick floats down the screen



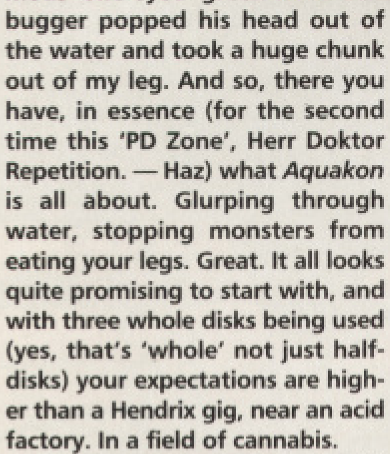
AQUAKON

F1 Licenceware, Disk F1-081
(3 disks. 2 Meg chip+ only)





ARRRRGGGG!! "YOU'RE DEAD!" That's what he said. That nice man on the telly. There was I, a-happily strolling through the murky waters, when all of a sudden an enormous one-eyed green bugger popped his head out of the water and took a huge chunk out of my leg. And so, there you have, in essence (for the second time this 'PD Zone', Herr Doktor Repetition. — Haz) what *Aquakon* is all about. Glurping through water, stopping monsters from eating your legs. Great. It all looks quite promising to start with, and with three whole disks being used (yes, that's 'whole' not just half-disks) your expectations are higher than a Hendrix gig, near an acid factory. In a field of cannabis.



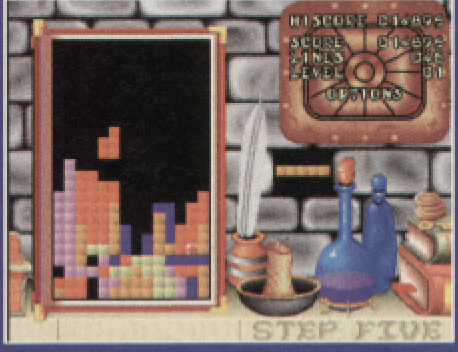
But alack and alas, it's all a bit poo. There doesn't seem to be a point at which the entire plot is revealed to you, but, basically, there are a load of old aliens descending upon us, and it's down to you to pull on your rubber trousers and wade out to where the alien probes have been sighted. Along the way you'll have to shot stupid green bogies with your little pistol — but fear not, for after a few minutes treading on innocent sticklebacks, you can collect ray guns and shotguns. Should you make it all the way to the probe (not that it's difficult, just boring and arse) you then get to scan it for interesting toys, and then blow it up — thus completing that mission. The following missions are much the same, but with different alien graphics and more probes to be blown up and, er... probed. Phew crikey! There's progression for you.

So there you have it. It almost looked as though it was going to be very clever — a sort of outsides *Doom*, if you will — but was, in fact, a la *Ants* and *Akira* (which regular readers will recognise as being *The One*'s way of saying ARSE without using the word, er... ARSE.)

OVERALL 42%

on its way to buggering your careful plans completely. There are also random 'treats' such as reversed controls to keep you on your toes, but as any *Tetris* fan will tell you, the game itself is enough of a challenge not to need tweaks and clever additions.

Still, *Step Five* is a pleasant enough little outing, and if you haven't got a *Tetris* jobby on your Amiga, you could do a lot worse than send off a couple of quid to said PD publisher and wait for Mr Postie to deliver the goods. I thank you.



Die spiegelei felt auf dem boden mit ein großen Splat!

OVERALL 80%

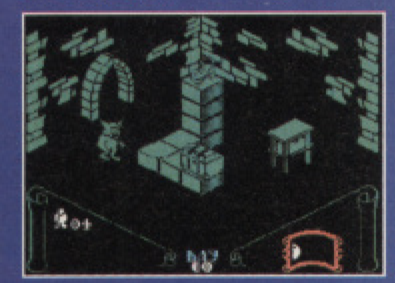
SPECTRUMS AHOY!

You may have seen my review of a rather tasty Spectrum emulator last month, and might recall me saying that "...it wouldn't surprise me if more [games] will be made available as time goes by." Well, I wasn't wrong. Whoa no. Not by a long way.

Enter stage right, Mr Paul Walker of Birchsoft PD, armed with 23 disks packed with in excess of 900 games. Yes! 900! The package includes the various versions of the ZXAM Emulator I told you about last month, and comes to your house for £27.00 all inclusive. This may seem a high price, but with 40 games per disk, that gives you a cost of about 3p a game. Also, the first 100 orders receive the first add-on disk with another 40 games for free.

Now I had hoped to bring you a full list of the games on offer, thus keeping you, the reader, totally informed (balls mate! You just wanted to finish PD Zone quickly! — Andy 'you don't fool me' Nuttall.) but instead I've gone through the enormous print-out and picked out the particularly good ones, not to mention the ones that made me go all teary eyed! Here they come...

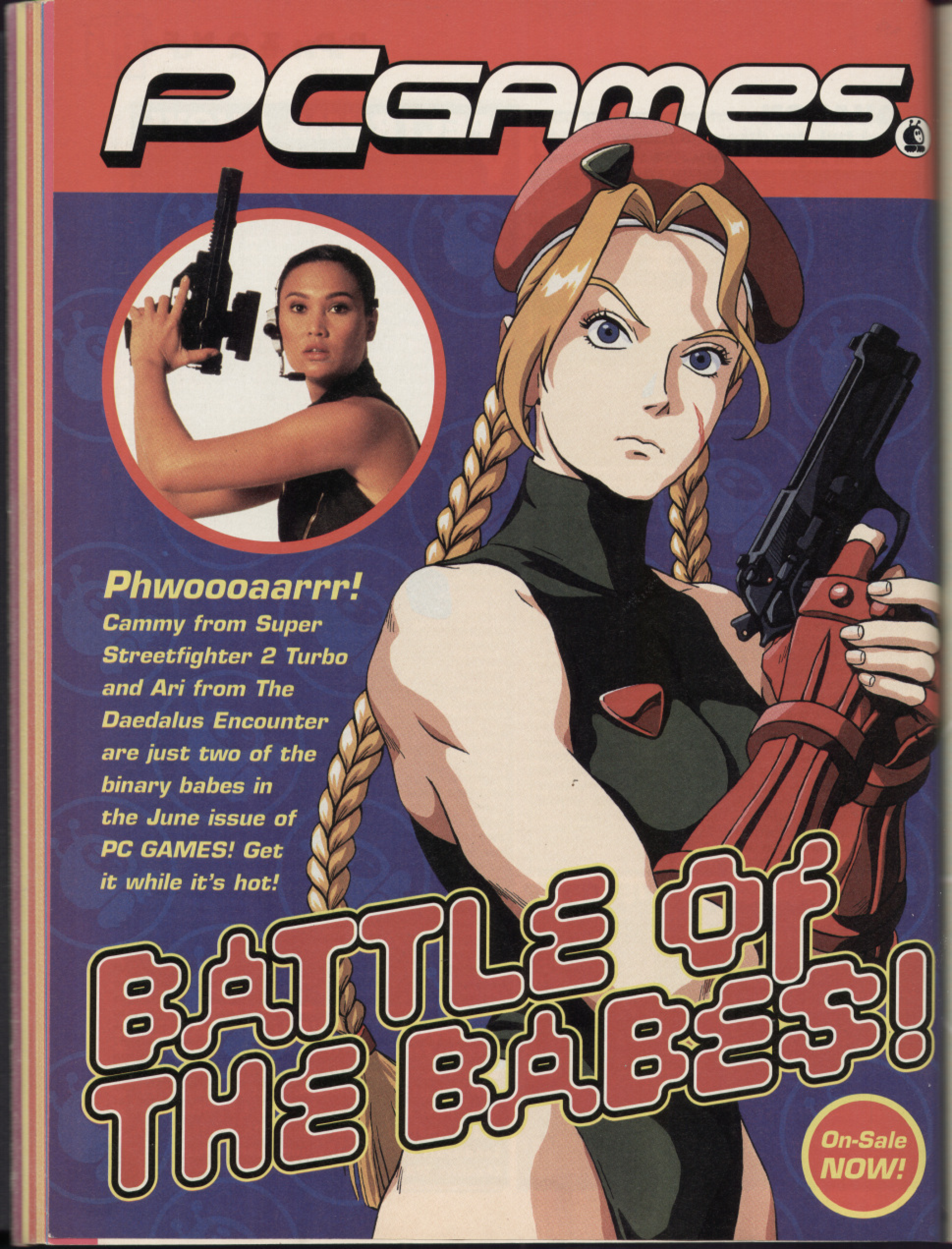




3D Labyrinth
3D Deathchase
3D Starstrike
AD Astra
Adventure Quest
Airwolf
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Batman
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Bionic Commando
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Bugaboo
Bugsy
Chequered Flag
Chuckie Egg
Commando
Cookie
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Dun Darach
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Everyone's A Wally
Exolon
Fairlight
Fat Worm
Finders Keepers
Football Manager
Full Throttle
Gauntlet
Ghostbusters
Green Beret
Gridrunner
Hall Of The Things
Hammer Fist
Harrier Attack
Heavy On The Magic
Horace And The Spiders
Hunchback
Impossible Mission
Jack And The Beanstalk
Jumping Jack
Lone Wolf
Lunar Jetman
Marsport
Moon Alert
Mr Wimpy
Nightflight
Nodes Of Yesod
Paperboy
Penetrator
Popeye
Pud Pud
Pyramid
Raid Over Moscow
Rebel Star 2
Red Hawk
River Raid
Rygar
Saboteur
Sabre Wulf
Sieddab Attack
Skooldaze
Spy Vs Spy
Spy Hunter
Starbike
Stop The Express
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Thrust 2
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Urban Upstart
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Zynaps
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PC GAMES
Phwoooaarrr!
Cammy from Super Streetfighter 2 Turbo and Ari from The Daedalus Encounter are just two of the binary babes in the June issue of PC GAMES! Get it while it's hot!
BATTLE OF THE BABES!
On-Sale NOW!



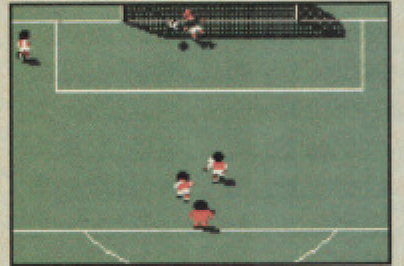
FANCY LEAGUE

You know what I hate? I bloody hate the bloody people who call their bloody fantasy teams by their own bloody names. The team is Mr. S. Pants, managed by — wait for it — Mr. S. Pants! So, Martin Cook, manager of Martin Cook, consider yourself lucky, 'cos if I had my way I'd ban people with no imagination, like you, from taking part, at all. 'I Bet They Drink Carling Black Label' is a better name, by a long chalk. I wonder which 'clever trousers' thought that one up?

TOP TWENTY

Posn.	Team Name	Manager	Points
1	? INCORPORATED	IAN SHAW	239
2	JIGSAW RANGERS	JIM MACKIE	206
3	HERBIES EXPERIMENTALS	HERBERT TSYZAK	195
4	HOLOCAUST UNITED	MARK SMITH	191
5	WITTON ALBION	STEVE WITTON	184
6	SAD OLD GITS	STUART WELLARD	183
7	IF ONYL IT WAS WEST HAM	CHRIS ELEY	182
7	NBA HANGOVER	KARL JENNINGS	182
9	MARTIN COOK	MARTIN COOK	181
10	I BET THEY DRINK...	JEFF BRAMWELL	178
11	THE DEATH ROW POSSE	JOHN PORTER	177
11	GAETAN	JAMES DROLET	177
13	DYNAMO 37	DAVID CLAYTON	175
14	DIVE BOMBERS II	STEVE WELCH	173
15	MATTHEW'S MEGA TEAM	JUSTIN MATTHEWS	169
15	TEAM OF DOOM	GAVIN THOMAS	169
17	MONITOR MEN	ANDREW THOMSON	168
18	VERUUCA	KIARIAN COOHILL	166
19	MAURITZALTS	S. BURGESS	164
20	STUDDIN LOBBINDIKES	MARTIN COOHILL	162

AJAX 2 LIVERPOOL 1



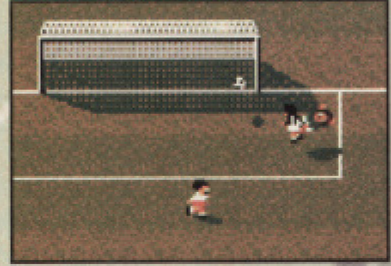
Rush scores, but rather predictably , Liverpool go on to lose the game.

BLACKBURN 1 GALATASARAY 0



Shearer nets the only goal during a tense encounter at Ewood Park with Galatasaray.

JUVENTUS 0 RIVER PLATE 1



If you've scored a better own goal than this, then the Juventus management want to talk to you.

JUVENTUS 3 MANCHESTER UNITED 3



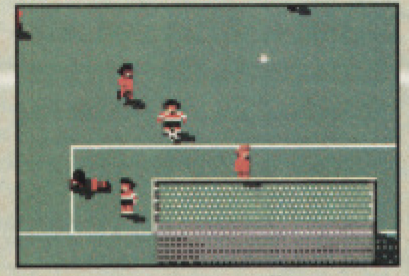
Cantona rescues the reds from an embarrassing defeat at the hands of the plucky Italians.

JUVENTUS 1 PARIS ST. GERMAIN 1



What a defensive header! Baggio can't believe it! And the keeper was completely stranded!

LIVERPOOL 3 RIVER PLATE 6



Will he shoot? Eventually, yes. Silvani torments David James from close range.

LIVERPOOL 3 NEWCASTLE 3



Rush is on target yet again, but the prolific Welshman's hat-trick only secured a point.

LIVERPOOL 0 SAMPDORIA 3



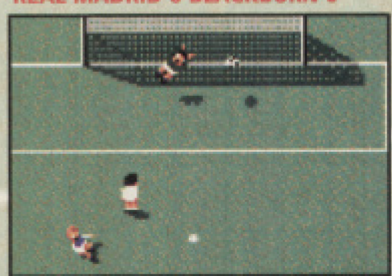
More red faces in Scouse-land as Anfield's defensive colander lets the goals flood through.

BLACK BURN 3 LIVERPOOL 1



Wrong screen shot, right result. Liverpool have the worst defensive record in the league!

REAL MADRID 6 BLACKBURN 0



The champions elect outplayed by Zamorano & Co? Colin Hendry has a nice lie-down.

BLACKBURN 2 RANGERS 3



Le Saux can only watch as Hateley's long-range shot makes Flowers look like a bit of a prat.

LAZIO 1 PARIS ST GERMAIN 2



Marchegiani makes an almost identical save to the one he made last month!

AC Milan (Italy)

Player	Pos	Code	GLS	PTS
Sebastiano Rossi	G	0101	0	-16
Christian Fanucci	D	0112	0	-23
Franco Baresi	D	0113	2	-15
Alessandro Costacurta	D	0114	0	-23
Paulo Maldini	D	0115	3	-11
Roberto Donadoni	M	0126	2	8
Demetrio Albertini	M	0127	3	12
Marcel Desailly	M	0128	5	20
Gianluigi Lentini	M	0129	6	24
Dejan Savicevic	A	0130	13	39
Alessandro Melli	A	0131	15	45

Barcelona (Spain)

Carlos Busquets	G	0501	0	20
Albert Ferrer	D	0512	0	8
Ronald Koeman	D	0513	0	8
Abelardo Fernandez	D	0514	2	16
Guillermo Amor	M	0525	5	20
Miguel Angel Nadal	M	0526	3	12
Josep Guardiola	M	0527	3	12
Jose Maria Bakero	M	0528	9	36
Sergi Barjuan	M	0529	4	16
Hristo Stoichkov	A	0530	15	45
Romario	A	0531	11	33

Galatasaray (Turkey)

Gintaras Stauce	G	0901	0	-50
Norman Mapeza	D	0912	0	-53
Mert Korkmaz	D	0913	0	-53
Yusuf Altintas	D	0914	0	-53
Bulent Korkmaz	D	0915	2	-45
Okan Buruk	M	0926	1	4
Suat Kaya	M	0927	3	12
Tugay Kerimoglu	M	0928	0	0
Hakan Suker	A	0939	2	6
Kubilay Turkyilmaz	A	0930	6	18
Saffet Sancakli	A	0931	12	36

Mamelodi Sun. (S. Africa)

Craig le Grange	G	1301	0	-18
Samuel Kambule	D	1312	0	-24
Johannes Modau	D	1313	0	-24
Lucky Molefe	D	1314	0	-24
Joas Magolego	D	1315	0	-24
Ernest Chirwali	M	1326	2	8
Rabbie Moripe	M	1327	2	8
Moses Morodi	M	1328	3	12
Zane Mosa	M	1329	2	8
Lovemore Chafunya	A	1330	8	24
Bennett Masinga	A	1331	6	18











Ajax (Holland)

Edwin Van Der Sar	G	0201	0	5
Michael Reiziger	D	0212	0	-4
Danny Blind	D	0213	0	-4
Frank De Boer	D	0214	0	-4
Finidi George	M	0225	2	8
Frank Rijkaard	M	0226	3	12
Edgar Davids	M	0227	2	8
Jari Litmanen	M	0228	6	24
Marc Overmars	M	0229	8	32
Patrick Kluivert	A	0230	14	42
Ronald De Boer	A	0231	17	51

Bayern Munich (Germany)

Oliver Kahn	G	0601	0	0
Oliver Kreuzer	D	0612	0	-4
Lothar Matthaus	D	0612	0	-4
Thomas Helmer	D	0614	1	0
Jorginho	M	0625	2	8
Christian Nerlinger	M	0626	4	16
Markus Schupp	M	0627	3	12
Mehmet Scholl	M	0628	3	12
Christian Ziege	M	0629	7	28
Jean-Pierre Papin	A	0630	10	30
Alain Sutter	A	0631	15	45

Juventus (Italy)

Angelo Peruzzi	G	1001	0	-34
Ciro Ferrara	D	1012	0	-39
Luka Fusi	D	1013	0	-39
Jurgen Kohler	D	1014	0	-39
Moreno Torricelli	D	1015	0	-39
Angelo Di Livio	M	1026	0	0
Antonio Conte	M	1027	0	0
Paulo Sousa	M	1028	2	8
Didier Deschamps	M	1029	0	0
Roberto Baggio	A	1030	11	33
Gianluca Vialli	A	1031	16	48

Man. United (England)

Peter Schmeichel	G	1401	0	22
Paul Parker	D	1412	0	12
Steve Bruce	D	1413	1	16
Gary Pallister	D	1414	1	16
Dennis Irwin	D	1415	3	24
Andrei Kanchelskis	M	1426	3	12
Paul Ince	M	1427	0	0
Roy Keane	M	1428	8	32
Ryan Giggs	M	1429	6	24
Eric Cantona	A	1430	13	39
Mark Hughes	A	1431	11	33











Arsenal (England)

David Seaman	G	0301	0	-6
Lee Dixon	D	0312	1	-8
Steve Bould	D	0313	0	-12
Tony Adams	D	0314	1	-8
Nigel Winterburn	D	0315	0	-12
David Hillier	M	0326	3	12
John Jensen	M	0327	0	0
Stephen Schwarz	M	0328	8	32
Paul Merson	M	0329	5	20
Kevin Campbell	A	0330	12	36
Ian Wright	A	0331	15	45

Blackburn Rovers (Eng)

Tim Flowers	G	0701	0	-34
Henning Berg	D	0712	0	-38
Tony Gale	D	0713	0	-38
Colin Hendry	D	0714	0	-38
Graeme Le Saux	D	0715	0	-38
Stuart Ripley	M	0726	0	0
David Batty	M	0727	0	0
Tim Sherwood	M	0728	1	4
Jason Wilcox	M	0729	0	0
Chris Sutton	A	0730	1	3
Alan Shearer	A	0731	13	39

Lazio (Italy)

Luca Marchegiani	G	1101	0	8
Paolo Negro	D	1112	1	3
Roberto Cravero	D	1113	0	-1
Jose Chamot	D	1114	0	-1
Giuseppe Favalli	D	1115	3	11
Roberto Rambaudi	M	1126	6	24
Aron Winter	M	1127	1	4
Paul Gascoigne	M	1128	10	40
Roberto Di Matteo	M	1129	3	12
Giuseppe Signori	A	1130	15	45
Alen Boksic	A	1131	10	30

Neguya Grempas (Japan)

Dick Havenaar	G	1501	0	-52
Toshiyuki Kosugi	D	1512	1	-52
Garca	D	1513	0	-56
Toshihisa Iljoma	D	1514	1	-52
Hisataka Fujikawa	D	1515	1	-52
Jorginha	M	1526	2	8
Makoto Yonekura	M	1527	0	0
Elivelton	M	1528	5	20
Tetsuya Nakanishi	M	1529	3	12
Gary Lineker	A	1530	2	6
Shigeo Sawairi	A	1531	12	36










Atletico Mineiro (Brazil)

Luis Henrikue	G	0401	0	11
Andre	D	0412	1	3
Neto	D	0413	0	1
Paulo Roberto	D	0414	1	5
Allesandro	D	0415	1	5
Valdir	M	0426	5	20
Cristavo	M	0427	3	12
Carlos	M	0428	6	24
Tononho Perreira	M	0429	5	20
Renaldo	A	0430	6	18
Sergio Araujo	A	0431	18	54

FC Porto (Portugal)

Vitor Baia	G	0801	0	0
Joao Pinto	D	0812	1	-5
Semedo	D	0813	0	-9
Aloisio	D	0814	0	-9
Rui Jorge	D	0815	1	-1
Secretario	M	0826	2	8
Vasili Kulkov	M	0827	1	4
Rui Barros	M	0828	2	12
Emerson	M	0829	2	8
Sergei Yuran	A	0830	2	15
Ljubinko Drulovic	A	0831	4	27

Liverpool (England)

David James	G	1201	0	--53
Rob Jones	D	1212	0	-58
Neil Ruddock	D	1213	0	-58
Phil Babb	D	1214	0	-58
John Scales	D	1215	0	-58
Stig Inge Bjornbye	D	1216	0	-58
Steve McManaman	M	1227	0	0
Jan Molby	M	1228	0	0
John Barnes	M	1229	0	0
Robbie Fowler	A	1230	5	24
Ian Rush	A	1231	19	57

Newcastle United (Eng)

Pavel Srnicek	G	1601	0	-2
Marc Hottiger	D	1612	0	-11
Darren Peacock	D	1613	0	-11
Philippe Albert	D	1614	0	-11
John Beresford	D	1615	1	-7
Ruel Fox	M	1626	3	12
Barry Venison	M	1627	3	12
Robert Lee	M	1628	4	16
Scott Sellars	M	1629	2	8
Peter Beardsley	A	1630	8	24
Andy Cole	A	1631	12	36

Paris St-Germain (France)

Bernard Lama	G	1701	0	-40
Jose Cobos	D	1712	0	-42
Alain Roche	D	1713	1	-38
Ricardo Gomes	D	1714	0	-42
Patrick Colleter	D	1715	0	-42
Daniel Bravo	M	1726	4	16
Paul le Guen	M	1727	5	20
Vincent Guerin	M	1728	6	24
David Ginola	M	1729	10	40
Valdo	M	1720	2	8
George Weah	A	1731	14	42

Sampdoria (Italy)

Walter Zenga	G	2101	0	16
Moreno Mannini	D	2112	0	5
Riccardo Ferri	D	2113	0	5
Pietro Vierchowod	D	2114	1	9
Sinisa Mihajlovic	D	2115	3	17
Attilio Lombardo	M	2126	6	24
Vladimir Jugovic	M	2127	1	4
David Platt	M	2128	9	36
Alberigo Evani	M	2129	4	16
Ruud Gullit	A	2130	18	54
Roberto Mancini	A	2131	13	39






Rangers (Scotland)

Andy Goram	G	1801	0	21
Dave McPherson	D	1812	0	9
Alan McLaren	D	1813	2	17
Basile Boli	D	1814	1	13
David Robertson	D	1815	2	17
Craig Moore	M	1826	3	12
Stuart McCall	M	1827	2	8
Pieter Huistra	M	1828	3	12
Brian Laudrup	M	1829	9	36
Ally McCoist	A	1830	7	21
Mark Hateley	A	1831	19	57

Tottenham Hotspur (Eng)

Ian Walker	G	2201	0	-21
David Kerslake	D	2212	1	-22
Kevin Scott	D	2213	1	-22
Sol Campbell	D	2214	0	-26
Justin Edinburgh	D	2215	0	-26
Darren Anderton	M	2226	1	4
Gheorghe Popescu	M	2227	2	8
Jason Dozzell	M	2228	6	24
Ilie Dumitrescu	M	2229	8	32
Jurgen Klinsmann	A	2230	6	18
Teddy Sheringham	A	2231	12	36






Real Madrid (Spain)

Francisco Buyo	G	1901	0	-12
Quique	D	1912	0	-18
Rafael Alcorta	D	1913	0	-18
Miguel Lasa	D	1914	1	-14
Michel	M	1925	2	8
Fernando Redondo	M	1926	1	4
Fernando Hierro	M	1927	0	0
Michael Laudrup	M	1928	6	24
Rafael M Vazquez	M	1929	4	16
Jose Emilio Amavisca	A	1930	12	36
Ivan Zamorano	A	1931	16	48

River Plate (Argentina)

Leonardo Aguirre	G	2001	0	-20
Ricardo Altamirano	D	2012	0	-27
Guillermo Rivarola	D	2013	0	-27
Roberto Clerico	D	2014	0	-27
Diego Cocca	D	2015	0	-27
Leonardo Astrada	M	2026	0	0
Julio Toresani	M	2027	0	0
Berti	M	2028	2	8
Ramon Medina Bello	A	2039	4	27
Alejandro Aranda	A	2030	9	42
Walter Silvani	A	2031	14	12

CELEBRITY TEAMS

DOMINIK DIAMOND

Sebastiano Rossi	G	0101	-16
Oliver Kreuzer	D	0612	-4
Paulo Negro	D	1112	3
Neto	D	0413	1
Miguel Lasa	M	1914	-14
Leonardo Astrada	M	2026	0
Tetsuya Nakanishi	M	1529	12
Moses Morodi	M	1328	12
Zane Mosa	M	1329	8
Dejan Savicevic	A	0130	39
Mark Hughes	A	1431	33
TOTAL			74

JON HARE

Luis Henrique	G	0401	11
Stig Inge Bjornebye	D	1216	-58
Paolo Negro	D	1112	3
Dave McPherson	D	1812	9
Miguel Lasa	D	1914	-14
Vladimir Jugovic	M	2127	4
Michel	M	1925	8
Antonio Conte	M	1027	0
Jason Wilcox	M	0729	0
Mark Hughes	A	1431	33
Sergio Araujo	A	0431	54
TOTAL			50

THE RESULTS SO FAR...

AJAX	1	REAL MADRID	1	GALATASARAY	1	AJAX	2
GALATASARAY	2	NEWCASTLE	3	RIVER PLATE	2	RANGERS	3
RANGERS	0	PARIS	1	LIVERPOOL	1	MUNICH	3
RIVER PLATE	0	AC MILAN	1	FC PORTO	1	BLACKBURN	1
MUNICH	1	JUVENTUS	3	TOTTENJAM	2	MAMELODI	1
ATL. MINEIRO	5	LIVERPOOL	1	SAMPDORIA	0	ATLETICO MINERO	1
ARSENAL	6	BLACKBURN	1	ARSENAL	2	MANCHESTER	1
FC PORTO	0	MANCHESTER	0	REAL MADRID	0	NEWCASTLE	1
MAMELODI	0	NEGUYA	1	PARIS	1	AC MILAN	3
BARCELONA	2	TOTTENHAM	0	JUVENTUS	2	NEGUYA	2
LAZIO	3	SAMPDORIA	1	BARCELONA	3	LAZIO	0
AC MILAN	2	AJAX	5	RANGERS	2	AJAX	1
PARIS	3	GALATASARAY	2	RIVER PLATE	0	GALATASARAY	0
MANCHESTER	3	RANGERS	1	BLACKBURN	2	MUNICH	2
RIVER PLATE	0	ARSENAL	0	FC PORTO	1	LIVERPOOL	0
LAZIO	2	MUNICH	4	ATLETICO MINERO	3	MAMELODI	0
TOTTENHAM	3	LIVERPOOL	1	SAMPDORIA	3	TOTTENHAM	2
SAMPDORIA	3	BLACKBURN	0	NEWCASTLE	0	MANCHESTER	2
NEWCASTLE	1	FC PORTO	1	REAL MADRID	1	ARSENAL	1
BARCELONA	4	MAMELODI	2	NEGUYA	2	AC MILAN	4
JUVENTUS	2	ATLETICO MINEIRO	3	LAZIO	1	PARIS	1
REAL MADRID	2	NEGUYA	1	BARCELONA	4	JUVENTUS	1
AJAX	1	PARIS	0	AJAX	1	RIVER PLALE	1
GALATASARAY	1	AC MILAN	3	RANGERS	1	GALATASARAY	0
RANGERS	1	ARSENAL	1	MUNICH	1	FC PORTO	0
JUVENTUS	0	RIVER PLATE	1	BLACKBURN	3	LIVERPOOL	1
MUNICH	2	BARCELONA	0	MAMELODI	1	SAMPDORIA	0
LIVERPOOL	0	SAMPDORIA	3	ATL. MINERO	0	TOTTENHAM	0
BLACKBURN	0	NEWCASTLE	2	MANCHESTER	1	REAL MADRID	1
FC PORTO	0	MADRID	0	NEWCASTLE	1	ARSENAL	1
MAMELODI	1	LAZIO	1	AC MILAN	1	JUVENTUS	0
NEGUYA	1	TOTTENHAM	0	PARIS	2	BARCELONA	1
ATL. MINEIRO	1	MANCHESTER	1	LAZIO	3	NEGUYA	1
NEGUYA	0	AJAX	0	MUNICH	1	AJAX	0
GALATASARAY	0	JUVENTUS	2	LIVERPOOL	1	GALATASARAY	1
LAZIO	0	RANGERS	0	BLACKBURN	2	RANGERS	3
BARCELONA	3	RIVER PLATE	1	FC PORTO	1	RIVER PLATE	1
MUNICH	4	ATLETICO MINEIRO	1	MANCHESTER	1	MAMELODI	1
MANCHESTER	4	LIVERPOOL	0	ARSENAL	2	TOTTENAM	1
BLACKBURN	0	MAMELODI	0	NEWCASTLE	0	ATLETICO MINERO	2
TOTTENHAM	1	FC PORTO	0	REAL MADRID	0	SAMPDORIA	1
SAMPDORIA	1	ARSENAL	1	AC MILAN	0	LAZIO	2
NEWCASTLE	1	PARIS	0	JUVENTUS	1	PARIS	1
REAL MADRID	2	AC MILAN	3	NEGUYA	2	BARCELONA	3
AJAX	2	JUVENTUS	2	AJAX	2	LIVERPOOL	1
NEGUYA	1	GALATASARAY	0	GALATASARAY	2	MUNICH	3
RANGERS	3	BARCELONA	0	RANGERS	2	FC PORTO	1
RIVER PLATE	0	LAZIO	2	RIVER PLATE	1	BLACKBURN	0
SAMPDORIA	0	MUNICH	0	MAMELODI	2	ARSENAL	1
ARSENAL	0	LIVERPOOL	1	TOTTENHAM	1	MANCHESTER	1
REAL MADRID	6	BLACKBURN	0	ATL. MINERO	1	REALMADRID	1
FC PORTO	2	ATLETICO MINEIRO	1	SAMPDORIA	5	NEWCASTLE	0
PARIS	1	MAMELODI	1	BARCELONA	3	AC MILAN	0
TOTTENHAM	0	NEWCASTLE	1	NEGYUA	1	PARIS	3
AC MILAN	1	MANCHESTER	2	LAZIO	5	JUVENTUS	0
LAZIO	1	AJAX	1	AJAX	2	BLACKBURN	0
BARCELONA	1	GALATASARAY	0	GALATASARAY	2	FC PORTO	2
RANGERS	1	NEGUYA	2	MUNICH	2	RANGERS	3
MANCHESTER	3	RIVER PLATE	1	LIVERPOOL	3	RIVER PLATE	6
AC MILAN	3	MUNICH	1	MAMELODI	1	NEWCASTLE	0
LIVERPOOL	3	NEWCASTLE	3	AC MILAN	4	TOTTENHAM	1
ATL. MINEIRO	2	BLACKBURN	0	PARIS	2	ATLETICO MINERO	2
FC PORTO	1	SAMPDORIA	2	NEGUYA	2	SAMPDORIA	3
MAMELODI	3	JUVENTUS	1	JUVENTUS	3	MANCHESTER	3
TOTTENHAM	1	REAL MADRID	1	ARSENAL	1	LAZIO	0
ARSENAL	4	PARIS	2	BARCELONA	2	REAL MADRID	0
AJAX	3	BARCELONA	1	FC PORTO	0	AJAX	3
GALATASARAY	0	LAZIO	1	BLACKBURN	1	GALATASARAY	0
JUVENTUS	0	RANGERS	1	LIVERPOOL	0	RANGERS	5
RIVER PLATE	2	NEGUYA	2	MUNICH	3	RIVER PLATE	0
PARIS	1	MUNICH	3	REAL MADRID	3	MAMELODI	1
LIVERPOOL	0	REAL MADRID	6	TOTTENHAM	2	PARIS	2
BLACKBURN	1	TOTTENHAM	2	AC MILAM	1	ATLETICO MINERO	1
MAMELODI	0	FC PORTO	0	JUVENTUS	0	SAMPDORIA	5
ATLETICO MINERO	2	ARSENAL	0	MANCHESTER	3	NEGUYA	0
SAMPDORIA	1	MANCHESTER	3	ARSENAL	0	BARCELONA	0
NEWCASTLE	0	AC MILAN	0	LAZIO	1	NEWCASTLE	2

DIY LEAGUE

		PL	W	D	L	F	A	PTS
1	SAMPDORIA	28	18	5	5	59	28	41
2	MANCHESTER UTD	28	16	9	3	51	21	41
3	RANGERS	28	18	5	5	49	27	41
4	BARCELONA	28	17	5	6	52	28	39
5	ATLETICO MINEIRO	28	13	12	3	50	29	38
6	ARSENAL	28	13	12	3	49	30	38
7	AJAX	28	14	9	5	53	31	37
8	LAZIO	28	14	9	5	50	29	37
9	BAYERN MUNICH	28	16	5	7	50	34	37
10	TOTTENHAM H.	28	13	4	11	51	37	30
11	AC MILAN	28	9	9	10	38	41	27
12	NEWCASTLE UNITED	28	9	9	10	34	38	27
13	PARIS ST-GERMAIN	28	8	11	9	43	48	27
14	FC PORTO	28	8	9	11	44	36	25
15	REAL MADRID	28	6	11	11	27	36	23
16	RIVER PLATE	28	7	7	14	31	48	21
17	JUVENTUS	28	7	7	14	34	54	21
18	MAMELODI SUNDOWN	28	5	10	13	27	42	20
19	BLACKBURN ROVERS	28	4	6	18	17	50	14
20	NEGUYA GREMPAS	28	5	3	20	33	71	[illegible]
21	LIVERPOOL	28	3	5	20	29	60	[illegible]
22	GALATASARAY	28	1	6	21	29	62	[illegible]

PLEASE GRASP MY WEAPON

TAKE TWO

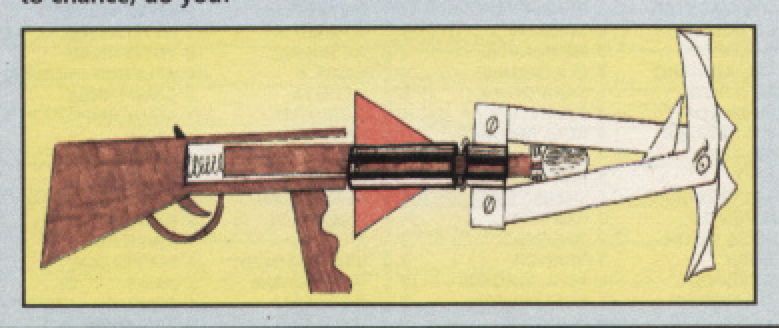
The Chaos Engine design-a-weapon competition delivered a large number of entries; some good, but most absolutely awful. Well done everyone! Last month we gave you the prize-winning weapons — but now we'll give you an insight into some — just a few — of the entries which made us laugh. And physically sick.

MR THINGY

by Alex O'Dwyer of Caernarvon

"The blades open after being fired. Then they begin to spin, and when it hits someone it cuts a hole right through them. Then the bomb explodes, leaving him thoroughly DEAD!!!"

Nice description, mate. So let's get this straight: as though having huge whirling blades slicing you in twain weren't enough, your Mr Thingy (as we've called it, Alex not giving it a name) also deposits a bomb amongst the 'innards'. Don't like leaving things to chance, do you!

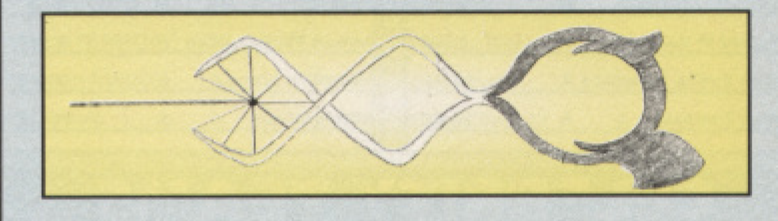


THE DEATH COIL

by Caroline Hutchinson of Cardiff

"First, the end piece is a sphere in which the battery is stored. Then the pipes channel energy to the lines [this word is unclear. It could be 'lines', or then again it might be 'firer'. I don't know — Graphology Ed.]. These are not two as shown, but four. Lastly, you can see the end 'lines' where all the energy is channelled together."

Mad. Hat stand. This lady is clearly bonkers, as I'm sure not only the illustration, but the explanation shows. Only a girl could come up with something as cruel-sounding as the 'Death Coil' anyway, I'm sure — but what is it? What does it do? Where do you hold it? Does it kill the 'perp' as well? Death Coil, indeed...



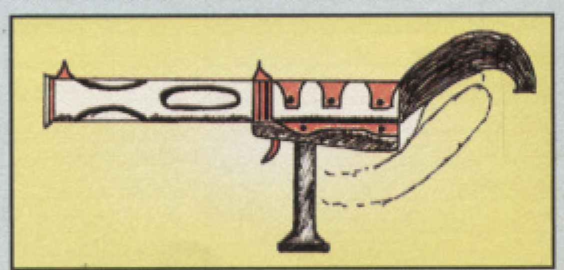
KAGE KANNON

by Chris Walton of Coventry

"This is found when a ring on a wall is pulled. It is mounted on the character's shoulders, and does slow him down. It's either found in a room where both players are present, or it teleports the player who doesn't pick up the gun into the room.

The gun will fire the usual bullets until the fire button is held — as if using a special power. Then four gold rods are fired out, forming a cage around the opponent. This holds him for the whole time the other character is in the same room."

Hmm, gold bars you say, Chris? Well done, you've obviously thought about this. Just a couple of tiny queries, though. Why are the bars gold? Obviously gold can't easily be dissolved, being chemically inert, but have you considered that the captive could simply bend the bars? Then, of course, there's the entire principle of firing some metal bars, in order that they arrange themselves into a cage around your enemy. Well, it's just silly, isn't it.



STEAM RIVET GUN

by B. Horrex of Stowmarket

"The Steam Rivet Gun fires rivets, and is powered by steam (so that's nice and clear, then. — Haz.) Water, coal and rivets are needed to keep it going, but may overheat killing anyone too close."



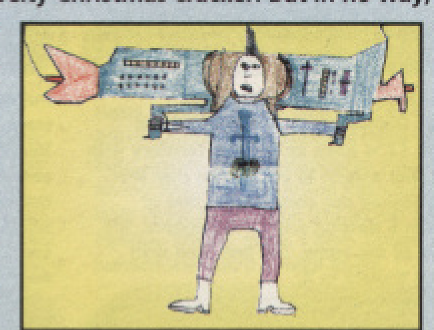
Now listen, B., I know we said that these things need a Victorian feel, but there's a limit. This gun, readers, is sub-titled "The back-boiler version". Back-boiler? Quite literally, a boiler on your back, it seems. And it "may overheat, killing anyone too close", apparently. But what could be closer, pray, than strapping the bloody thing to your shoulders? Fatally flawed, but amusing nonetheless.

DEADLY SHOULDER GUN

by Graham Tidley of Bourghbridge

"This is my totally deadly shoulder gun."

Ah, glad you pointed that out, Gray, because if you hadn't, we might not have known what it was. Perhaps it's a dainty new Versace number, or even a novelty Christmas cracker. But in no way, no way, could this ever be a weapon. I mean, could you imagine it? Side-stepping your way around *Chaos 2* like some ungodly crab, and then every time a baddy leaps out, wrenching your shoulders around to aim one of the guns! But by God, did it make us laugh. So well done.

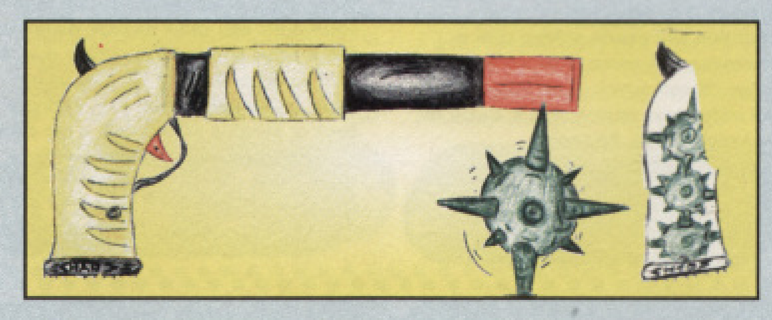


SHOTGUN THINGY

by David Lewis of Chesterfield

"Liquid nitrogen is stored deep within the bombs. Once fired, the bomb follows the other player, and when it makes contact it explodes, entombing the player in a wall of ice. If you then walk up to him and press fire, your character will grasp his Shotgun Thingy by the barrel and swing the hilt against the frozen player — smashing him into a thousand pieces."

Not such a bad idea, Dafydd, but like your name-sake's efforts right, a bit too complicated to be technically feasible. And anyway, how would you explain the opponent springing back to life after being smashed 'into a thousand pieces'?

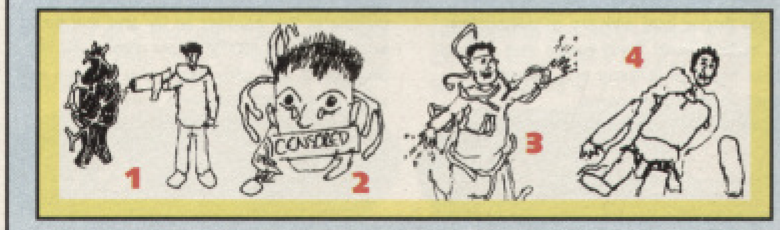


PLEASE SIR NO MORE

by Dave Sealey of Cinderford

"Do you like my design for a gun? It's called a J64 (sorry about the crappy comic strip). 1: J64 Gun fired at target, covering target with static electricity. 2: Static rips out all of target's teeth. 3: Toe nail and finger nails ripped out. 4: All limbs are ripped off, and by now the target is very bloody dead."

Crappy comic strip? Not at all, Davey-boy. Made us smirk, it did — especially part 4, labelled rather pleasantly as "a bloody mess." But, you've fallen for the problem which has thwarted many a designer: over-complication. Imagine your design in the game — fingernails being ripped out? How would you tell? Your design's simply too detailed. But a damn good show, anyway.

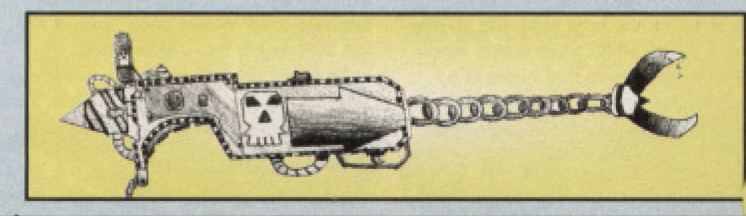


CLAW GUN

by David Pugh of Chesterfield

"This fits onto the shoulder, and when the trigger is pulled the claw shoots out to grab other players or power-ups. You can then swing the enemy into walls, knocking them out, or pick up power-ups and baddies, and knock the opponent out with them."

A nice try, David 3, and one which almost works. However, the technical aspect of 'swinging an opponent around' would take up too much memory, apparently, so it's a bit of a no-go. A shame, because it's a nice drawing.



RECOMMENDED

Aladdin

Publisher: Virgin
Issue Reviewed: November 1994

Amazing graphics in this platform conversion from the Disney movie. Shorter than some, but longer than your average magic carpet ride, Aladdin takes the Amiga by the scruff of the neck and bellows 'A Whole New World' in its face.



90%

Cannon Fodder

Publisher: Virgin
Issue Reviewed: December 1993

War, according to those wacky Sensible boys, has never been so much fun, and we're inclined to agree. It might look like a simple run around and blast everything affair, but there's a surprising amount of strategy involved. In it.

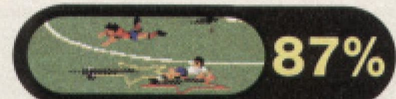


91%

FIFA Int. Soccer

Publisher: Electronic Arts
Issue Reviewed: October 1994

FIFA's here at last and it's great! A bit slow maybe, and rather too much diskular swap foolery, but nevertheless a solid attempt at putting realism back into the beautiful game. FIFA is a totally different way of stringing the old onion-bag.



87%

James Pond 3

Publisher: Millennium
Issue Reviewed: June 1994

The third Pond platformer is huge. And fast. In operation Starfi5h Pond weighs in with a Connery of a performance to set against his Dalton in Robocod. OK, so there's less colour, but there is more character and more gameplay.



90%

AB Tower Assault

Publisher: Team 17
Issue Reviewed: January 1995

Team 17 is back on familiar territory with this, the sequel to the sequel that first established the company as one of Britain's leading Amiga developers. It's more of the same, but this time with some Towers in it.



85%

The Clue

Publisher: Black Legend
Issue Reviewed: September 1994

Become London's next Mr Big without ever leaving your room! Yes, The Clue is the proof that crime plays! From humble tea-leafery to bigger blagues wiv' shooters 'n' slags, you've got to stay one step ahead of the 'Filth'.



88%

Flink

Publisher: Psygnosis
Issue Reviewed: February 1995

Crisis cocks its leg on Fairyland as Top Crystals go awol from the four kingdoms. Luckily, that Flink is bounces across the level playing fields and puts pay to the evil Wainright with some spell-binding CD32 graphics! At a magical £14.99!



87%

Jungle Strike

Publisher: Ocean
Issue Reviewed: December 1994

Helicopters galore, but not, it must be owned-up to, all that much jungle, in this the successor to Desert Strike. This is Comanche territory, so it may come as a surprise to learn that we can recommend it to you without reservation. (Doh!)



86%

ATR

Publisher: Team 17
Issue Reviewed: March 1995

All Terrain Racing is what you get in this tyre-shredding bumpathon with excitement-shaped knobs on. If you fancy sucking a Death Race 2000 meets Spaghetti Junction-flavoured gob-stopper, then ATR is one sweetie you'll savour.



87%

Crystal Dragon

Publisher: Black Legend
Issue Reviewed: December 1994

Good Lord, it's a tad expensive, but by crikey 'tis the best ever RPG in the sacred board game style, featuring dragons, er some crystal, and the usual gang of consonant-heavy characters stuck in a tricky situation with an evil wizard.



90%

Guardian

Publisher: Acid Software
Issue Reviewed: November 1994

What's this, an original CD32 game that's got oodles of playability? Yes, it's true!! Guardian is the game you've been waiting for. You are in space and have to shoot up baddies. It's like Defender in 3D, apparently.



88%

K240

Publisher: Gremlin
Issue Reviewed: May 1994

Populous with asteroids, that's what this is. Explore space to find some asteroids. Colonise 'em. Exploit 'em. Zap every alien in a race for galactic domination. Build fleets, trade things, mine stuff. Oh, how we loved it.



90%

Banshee

Publisher: Core
Issue Reviewed: July 1994

Banshee is a roller-coaster ride to hell. In a buzz-bird called Banshee. Test your trigger finger and powers of concentration in this Tora! Tora!-tastic one or two-player flight of fantasy er... blowing things to kingdom come.



89%

Dawn Patrol

Publisher: Empire
Issue Reviewed: April 1995

Action packed, as flight sims go, the third sortie for Rowan's impressive 3D engine is the easiest to fly and the most arcadey since KOTS. New pilots should start here, but only flight sim junkies will wish to own all Rowan's games.



81%

Heimdall 2

Publisher: Team 17
Issue Reviewed: December 1993

Heimdall 2 is great. It's got action, adventure and puzzle solving with a smattering of humour in all the right places. Blood, runes, orcs, magic, etc. and added love interest in the shape of the saucy Ursula. Phwaor!



90%

Kid Chaos

Publisher: Ocean
Issue Reviewed: August 1994

Crazy story, crazy game. The kid from the cretaceous age clubs through platforms like a T-Rex after a jet-propelled cow. It's parallax paradise, and the only game more satisfyingly violent than hitting a bank of stinging nettles with a big stick.



87%

Bubba 'n' Stix

Publisher: Core
Issue Reviewed: January 1994

More platformular near-perfection from Core with this beautifully programmed game. A bit on the brief side, but as original as a young white trash meets magic piece of wood, meets bad blobs in a tricky-situation-type of scenario can be.



91%

F1

Publisher: Domark
Issue Reviewed: February 1994

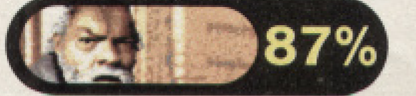
From the Frenchmen who brought you Vroom! comes the official F1 licence. Actually, c'est Vroom Deux, encore vite, but avec le fab two-player mode. F1 buffs might think it un peu unrealistique, mais for the arcade lover, c'est tres bon!

90%

Ishar 3

Publisher: Daze
Issue Reviewed: September 1994

Ishar's back and this time c'est trois! Wohratax the dragon is created Lord of Sith for being bad. More silly names and fanciful plot twists from our Froggy chums in this sequel to the sequel avec les knobs enorme, er... sur.



87%

Lemmings 3

Publisher: Psygnosis
Issue Reviewed: January 1995

There's an old Greenland saying that goes. "Once, there was Lemmings, then Lemmings 2 and now there is All New Lemmings, and not, as we previously suspected, Lemmings 3. But, hey, what's in a name." Bonkers eh?



89%

"Oh! June, like the mountains are blue, like the pines, I am lonesome for you, oo, ooo, ooo". Wise words, indeed, and words, moreover, which, in this context, only make sense if you are clever enough to spot that the 'June' referred to is not, in fact a girl, but a month.



Liberation: Cap. 2

Publisher: Mindscape
Issue Reviewed: December 1993
An atmospheric RPG with a sexy intro! Really shows off the capabilities of Commodore's CD32 to the full and nearly as nice on the A1200. Basically you have to find out what's going on in this big city where the robots have gone mad.



94%

Pinball Illusions

Publisher: 21st Century
Issue Reviewed: January 1995
Fast and furious flipper-driven action for lovers of all things tilt-ilating and tabular. What else can you say? I don't want to mention the 'Babewatch' table again. This is a family magazine. Read any decent books lately anyone...?



91%

The Settlers

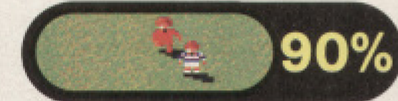
Publisher: Blue Byte
Issue Reviewed: December 1993
Your typical god game, but this time with a medieval setting for your diminutive charges as they build things, do things and keep rivals at bay. Try leaving them at it all night and see what the little blighters have achieved by the morning.



90%

SWOS

Publisher: Renegade
Issue Reviewed: January 1995
It's Sensi, Brian, but now it's a game of two halves! Tactics, transfers and injuries plus That Zambian League in full . Then, look out! Computer teams heading the ball and keepers with less butter on their gloves. The same, only different-er.



90%

Mortal Kombat II

Publisher: Acclaim
Issue Reviewed: January 1995
More MK, but with a classier look to go with the Roman numerals. Weird end-of-bout happenings to out-fox Mr. Snippy the Censor, but basically, hot as a pie baked in Hell's Kitchen and about twice as hard!



90%

Pizza Tycoon

Publisher: MicroProse
Issue Reviewed: May 1995
Absolutely topping entertainment in a well-rounded business sim with a slightly tart Mafia-dressing for your Amiga salad. There's more to this game than making pizzas, as the employment of the noun 'Tycoon' in the title helpfully suggests.



88%

Shadow Fighter

Publisher: Gremlin
Issue Reviewed: February 1995
Umbered BEU-tification from Spaghetti Land, where running away from the fray is considered 'normale'. There are no white flags on this baby, though, as she crouches Streetfighter-ishly in the gloom and snarls: 'La donna è moblie'. Not half!



91%

Theme Park

Publisher: EA
Issue Reviewed: October 1994
Alton Towers, Alton Showers more like! Euro Disney, c'est Eurodismal! How do I know? Because I've licked Theme Park right down to the stick and tasted Sim heaven. What's more, I have sniffed the bottom line and it smells lovely.



92%

On the Ball

Publisher: Daze
Issue Reviewed: September 1994
The only thing OTB lacks is Brian Moore. Fresh as a daisy and as deep as a devil's bit scabious, here's a footy management sim to wander through wearing a big shirt, to linger in and make a fragrant posy for your sweetheart with.



90%

Putty Squad

Publisher: System 3
Issue Reviewed: August 1994
Putty Squad knocks several buckets of poo out of Putty. Thrill to 36 levels of squishy blue fun, which is more squishy blue fun than you can have a-squeezin' things in a policeman's trousers. Probably. Long-lasting platform fun.



90%

Simon the Sorcerer

Publisher: AdventureSoft
Issue Reviewed: February 1994
The Brits at AdventureSoft take on the Yankee might of LucasArts and Sierra with this humorous graphic adventure — and lose. But only just. The interface just isn't as good. The puzzles are tough, but don't let that put you off.



89%

UFO

Publisher: MicroProse
Issue Reviewed: December 1994
'Hello Planet Earth' say odd-looking blokes with frog-spawn guts. 'Eat lead you fiends from another world, you', replies Porky Pig. Not really. Save the planet, and that takes strategy, dosh and whole ice-cream scoops of death.



89%

Out to Lunch

Publisher: Mindscape
Issue Reviewed: July 1994
His cupboard is bare, and so poor Pierre le Chef is on a tour around some exotic locations (er, apart from Switzerland) to re-stock his larder. Out to Lunch is a tasty platform patisserie with sprites that take the biscuit. And that's no word of a pie!



90%

Roadkill

Publisher: Acid Software
Issue Reviewed: January 1995
'Don't go buzzing around in that car, killing people, you bugger!' No, it's not a gritty new ad campaign from the DOT but a warning against Roadkill, the game that puts death back into driving. Probably not Sponsored by BSM.



90%

Skidmarks 2

Publisher: Acid Software
Issue Reviewed: April 1995
More isometric raceware that's a bit arse as a one player-game, but a real crowd pleaser when two or three are gathered together for a few laps. The introduction of cows allows us to say that in the beef stakes, Skids 2 is a big fat juicy rump.



88%

Wiz 'n' Liz

Publisher: Psygnosis
Issue Reviewed: November 1993
A game that's so much better with two, this cute platformer is transformed when the both of you do it. Compete for the collection of coloured rabbits in a magical split-screen race against the clock. Now a budgety £12.99, by crikey.



86%

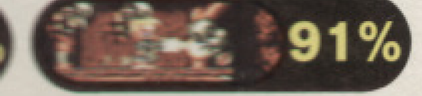
PGA Euro Tour

Publisher: Ocean
Issue Reviewed: December 1994
The best golf sim by about 440 yards, and bags more fun than the real thing, which is admittedly, not a very hard thing to be. Thanks to Ocean you and your friends need never touch Woosie's horrid Welsh niblick again. Hurrah!

88%

Ruff 'n' Tumble

Publisher: Renegade
Issue Reviewed: August 1994
Cute but curmudgeonly Ruff has lost his marbles, so that means mayhem in platformular mode for the likes of me 'n' thee. This game is like Michaelangelo's best pencil, because it's right at the sharp end of the platform renaissance.



91%

Super Stardust

Publisher: Bloodhouse
Issue Reviewed: December 1994
Super Stardust, then. Or even the now-budgetular Stardust are the ultimate Asteroids clones. Their graphics kiss your eyeball repeatedly and whisper, 'Come with me Earthling, and I will show you the meaning of pleasure.'



90%

X-IT

Publisher: Psygnosis
Issue Reviewed: October 1994
OK, which arse changed the title of this game? The top puzzler of '94 was Zonked!, now it's X-IT. Apparently, the new title is a clever play on words. Exit — XIT. See? I think the people who come up with these things are marvellous.



82%

BUNKER

THE ELIZA FILES

It's time to grease the squeaky wheels on the filing cabinet marked 'SECRET' as we say 'Yes please Matron!' to this month's lucky profilee. Doktor Von Broughton jingles ze keys.

Name: Alan Bunker

Age: 23

Home: Wakefield

Occupation: Media Manager, Team 17



What do you love most about working for Team 17?

I love working for Martyn Brown, because, when he interviewed me, he just asked if I could drink. "How qualified are you to do this job Alan?" "Well, I can drink." "Right. You're in!" That's how it goes here.

And how did you come to be working there?

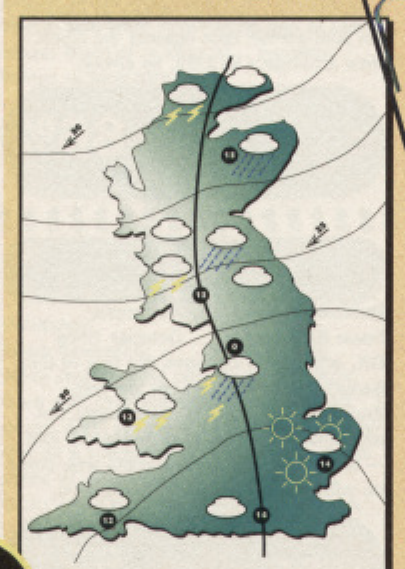
Well, I'd just left college and saw a job advertised for (ahem) ST Action. Guess who was the Editor at the time? The one and only legendary Nick Clarkson [NO! CLARKSON!] Nick interviewed me, gave me the job, and then Jason Dutton [DUTTON!] joined a month later. I became editor of *Amiga Action* (Phew! What's that smell? — Hazza.) I then went on to *PC Power* (My god! It's getting worse! — Haz.) before Team 17 came up with a job offer.

Do you miss the heady world of journalism?

Absolutely. 100 percent. Definitely. I miss the deadlines, the camaraderie you get on a magazine team, and I miss those last couple of weeks when it's all hectic and chaos, and everybody pulls together. I miss the buzz.

As a child, what had you wanted to be when you grew up?

I was really boring actually. I wanted to be a geography teacher! I don't know why; I just like looking at maps with all the pretty colours on them.



Do you get excited by weather reports in the morning?

Yeah! I just love maps; putting pins in places, taking them out, moving them about. That was like really interesting for me.

Do you do a lot of this in your spare time? Have you got a big map on your bedroom wall?

I've got one up here in my office. There's nothing on it — no pins or anything — but it's a map. I just look at all the colours; it's very stimulating.

Er... I'm a bit worried about the possibility of further 'map' conversations here, but must ask, do you have any 'interesting' hobbies? And I do mean 'Interesting'.

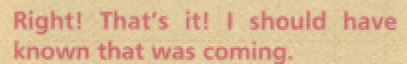
Maps, man. All the symbols. Looking at them and going, "Wow! There's a Youth Hostel!" I'm actually a bit of a biker, so I can look at maps, draw lots of lines all over the place, and pretend I'm going to drive there. I never do, of course. The furthest I ever do is from Wakefield to Manchester to Wakefield. So it's just bikes and maps on the hobbies front. I've got a Honda VFR750 — 150mph top sped. It's a bullet and it's beautiful. You want to get a bike you do, Matt.

I never went through the 'big boys wanting bikes' phase. Don't you just die if you ride a bike?

Well, I did hit a little girl once. It sounds strange, but once you've got over the initial shock, you look over to see if your bike's alright. You just worry if you've done any damage, before you remember that you're a human being and really ought to be worrying about the innocent person you've just catapulted through the air. You see people picking up your bike and putting it to the side of the road, and you're thinking, 'No. Don't move her until the ambulance gets here.'

I used to think you were quite normal Alan, but now I know you for the sad git you truly are. Anyway, what do you dream for in life? Racial harmony? An end to famine?

I wish for a bigger bike and a bigger map.



Right! That's it! I should have known that was coming.

No really. Possibly one of the USA. A really good one that shows all the highways and interstates. I could dream of riding a big Harley Davidson and picking up hitchhiking chicks.

My god! Favourite food?

Anything that cooks in five minutes, accompanied by Coca-Cola, because it represents freedom and the American way.

SHUT UP! Do you fancy Kylie more than Dannii?

Kylie definitely. I even bought a Kylie album — Greatest Hits. Well, that's not entirely true. I actually sent Nick Clarkson [CLARKSON] into Woolworths to buy it for me. He pointed to me and shouted "It's for him!" and I was so embarrassed I ran out. I'd just like to take this opportunity to thank Nick for buying me that album; I still listen to it when no-one else is in the house. There are also some great pictures of her on the inside cover. Dannii does nothing for me. Do you like Kylie's raunchy new look?

Indeed I do.

Exactly. See, people like Kylie, they just won't admit to it normally. I can publicly say, 'I like Kylie'. Especially with her having gone out with Michael Hutchence. He's just a skinny normal guy, and I'm a skinny normal guy, so maybe we could get it on.

Er, quite. Good luck. Five things to take on a desert island?

I'd take Kylie, a map of the desert island [groan!], a motorbike so I could drive round the island, a CD32 (because they're here to stay, and it would be an investment for the future. No. Really.) and a boat so that I could go to other islands and drive around.

The capital of Germany?

Berlin. You forget, I was going to be a geography teacher.

Damn! Okay, why do the stars keep on shining?

Because it would be dark if they went out.

Hmm, and finally, how many hands am I holding up?

Now I've seen you do this before, so... hang on. What did you do last month?

Steve McKevitt got two hands.

Right. And he got it wrong, so as long as I beat him I'll be happy — we're local rivals. Are you really holding up your hands? Er... I'll say one.

Yes! Well done. Right, well it's time to go over to Eliza, but for god's sake, lay off the maps! Have fun.

CASE NOTES 005

Eliza is actually a rather tasty piece of software designed to simulate an open-ended psycho-analytical interview based on Freudian studies. Whatever they are. Enter the 'Alan' Bunker and say 'Cheese!' at your peril.

HELLO. MY NAME IS ELIZA. WHAT'S YOURS?
Alan

ALRIGHT, ALAN, WHAT WOULD YOU LIKE TO TALK ABOUT TODAY?
The effect Indie music has had on the decline of modern English society by encouraging low-life, talentless individuals to come out into the open.

WHAT MAKES YOU SAY THAT?
Fascist tendencies inbred into me by my father at an early age and forced upon me by ghostly visits from Hitler every other Saturday night.

DID YOU HAVE MUCH RESPECT FOR YOUR PARENTS?
Not really, no-one could find their bodies after the War.

NO-ONE COULD FIND THEIR BODIES AFTER THE WAR?
That's right. Some say my father is dead, others say he lives next door to the Prime Minister, but I think he works as a supermarket manager in Bognor.

WHY DON'T YOU TRY TO RELAX.
Would you like to give me a massage?

I'M NOT SO SURE THAT I WOULD LIKE TO GIVE YOU A MASSAGE.
Go on. Nothing kinky... well, not at first anyway.

IT APPEARS THAT WE ARE ALIKE IN MANY WAYS.
You're not a transvestite as well, are you?!

OBVIOUSLY, YOU WOULD ALSO LIKE TO BE NOT A TRANSVESTITE.
I would like to be anything you want me to be.

DO YOU THINK I WOULD ALSO LIKE TO BE ANYTHING I WANT YOU TO BE?
I would like you to be like I want you to be yet I'd be like you so we'd be alike.

WHAT WOULD IT MEAN TO YOU IF YOU GOT I TO BE YET YOU'D BE LIKE I SO WE'D BE ALIKE?
Have you been speaking English long or is this just a phase you're going through?

DO CHILDREN BOTHER YOU?
My God, you're under age aren't you? You're just a kid... we'll have to make this our secret then, little girl. Our very own secret, okay – you must tell no-one.

OH, I AM UNDER AGE AREN'T ME?
Is it because you're so young that you find speaking English quite difficult?

SOMETIMES, IT IS BECAUSE I'M SO YOUNG THAT I FIND SPEAKING ENGLISH QUITE DIFFICULT.
Never mind, we'll talk in body language then. Wait until you get to senior school age and you have an English teacher that you really fancy – then your enthusiasm for English will suddenly pick up a gear. My English teacher was a real babe.

ALRIGHT, CAN YOU TELL ME MORE.
Love to. She had long light brown hair, big bits, and a hoarse voice. Now she was a real sex kitten. Excuse me for a second, my lower regions are remembering these days with fondness.

THAT'S ENOUGH FOR TODAY.
GOOD BYE.

HELLO. MY NAME IS ELIZA. WHAT'S YOURS?
Alan

ALRIGHT, ALAN, WHAT WOULD YOU LIKE TO TALK ABOUT TODAY?
My English teacher at secondary school.

I SEE YOUR POINT.
I know, it's embarrassing isn't it!

ITS EMBARRASSING?
I think so, but you wouldn't know about these things, would you?

WHAT MAKES YOU THINK I WOULDN'T KNOW ABOUT THESE THINGS?
You really are a transvestite! Ugh, you're just a young boy! I'm going to tell The One that you're a phony.

OH, I REALLY AM A TRANSVESTITE!
Aha! At last you admit it!

WHY DON'T YOU TRY TO RELAX.
Okay, I'm calming down, now.

YOU SEEM TO BE A RATHER PENSIVE INDIVIDUAL.
And is being pensive good for me?

I SEE YOUR POINT.
That's because my zipper's broken with all this sex talk.

WHAT DOES SEX MEAN TO YOU?
Phwoar, not half, owww, aaahhh, hmmmm.

DON'T YOU THINK COMPUTERS CAN HELP PEOPLE?
Eh? Oh, er, yes. Gosh, you soon change subject, don't you.

WHAT DOES THAT SUGGEST TO YOU?
You're confused.

SO WHAT IF I AM CONFUSED?
Why don't you try to relax.

WHY DON'T YOU COLLECT YOUR THOUGHTS AND RETURN LATER.
GOOD BYE.

Gosh. That was all a bit saucy eh? Still, a bit of CPU satisfaction never did anybody any harm — just look at that films, *Electric Dreams*. Anyway, tune in next month for more japes and hilarity.

FILE CLOSED

10 spicy ways to...

Get the best out of your hot dog this summer

When was the last time you lingered over sausage-making? What are the dangers of casual sausages, or the one-night banger? Find out with Dr H.P. Sorsz.

1 You are invited to a risque *Sensible Golf* Tombola evening, but your girlf says she can't come because she is having a *Big Red Adventure*. Do you:
a) Go anyway in the hope of improving your stroke?
b) Stay in, sulk for hours and play *Waggle-o-mania*?
c) Pretend to be surprised, because you thought Core had lost interest in the Amiga after *Skeleton Krew*?

2 During a well-earned break between bouts of playing *The One*'s fab *Super Street Fighter II* coverdisk, you notice that your next-door neighbour is sunbathing, topless! Do you:
a) Invite your mates round for a steamy afternoon session of blow-football?
b) Stick your head out of the bedroom window (taking care to open it first) and yell "How do Ken?"
c) Offer him money to put his string vest on?

3 After a particularly heated debate with a parent about the minutiae of contraception, your partner attempts to bend and twist a miniature giraffe using of a selection of inflated coloured condoms. Do you:
a) Leave the room, muttering about the depraved depths to which *Civilization* has sunk (that should be *Colonization*, surely, Haz? — Andy).
b) Apply to join the Hong-Kong Police force?
c) Throw a scented bin liner over your head, drop to your knees and waddle about like a duck pretending to be the tiny, but talented Debbie Maghee?

4 During an intimate barbecue, a closet friend makes an encouraging remark about the size of your sausage. Do you:
a) Smile and ask how she likes hers done?
b) Tell her to keep her greedy little paws off because this is one sausage that is just too hot to handle?
c) Remark that the hand of Beelzebub was never more clearly shown in anything than the naming of the lowly snorker? "For know ye not, ye ungodly, that every time thou sayest that vile word, Sausage, thou sayest the name of Christ backwards! SUSEJ!"

5 An ex-boyf pops round and asks to borrow your *Turbo Trax* hairdrier. Do you:
a) Tell that Steve Iles to stop being a big girl's blouse because his hair is already more fulsome and bouffant than Jeff Lynne from out of ELO's?
b) Actually review the game when it's finished, declining to make up a load of rhubarb having seen one level and swallowed a towely square of PR flannel?
c) Thank your lucky stars he didn't want to borrow the *Rally Championship* Heated Rollers, which don't work?

SIZZLING SUMMER SEX SAUSAGE

6 After a boozy lunch with some influential pine martins and one of the Transformers you notice that a sultry traffic warden is about to slap a ticket on your illegally parked Daihatsu Charade. Do you:
a) Spin a convincing yarn about how you only popped out for a minute but when you came back you discovered that Eve had in fact popped an apple from the Tree of Life into your lunchbox and that you had now, tragically, *Lost Eden*?
b) Admire her Doc Martins and express an interest in the works of the Marquis de Sade?
c) Beseech the Transformer to kick the living crap out of her?

7 During an odd evening out while holidaying on the Costa Brava, a lissom Spanish waiter catches your eye. Do you.
a) Thank him profusely and ask if he would mind also retrieving your wig from the paella?
b) Invite him up to your room for a round of *World Cup Golf*?
c) Blush and coo and giggle like a silly cocktail-sausage sinking into a tub of melting sorbet?

8 A Desert Rat snubs you at El Alamein, rejecting your earnest protestations of undying love, and ridiculing your claims to be a member of the new *Mega Race*. Do you:
a) Curtly refer him to the Geneva Convention?
b) Jump up and down on his joystick until it breaks?
c) Excuse yourself, claiming that you really must swim up the river Tay immediately and that your true name is not Rommel but Salmon The Fox?

9 A life-long forehead corrugates with vexation and alarm when you admit to having bussed another's cherry lips at the Christmas thrash. Do you.
a) Slap them playfully on the thigh and whisper 'Fancy League Results' ever so softly until they promise to forgive you.
b) Slap them playfully because they are, quite literally, bald as a baboon's bottom and therefore just about as kissable.
c) Take *Baldies* (another *One* Exclusive!) shining face between your hands and lick it gently.

10 At a poor children's party you notice a paper plate full of tasty looking sausages-on-sticks and cheese & pineapple-on-sticks. Now then, do you:
a) Eat all the sausages, leaving the nasty cheese & pineapple snacks for the deprived kids?
b) Eat the cheese & pineapple, leaving the yummy bite-size chunks of premium porker for the hungry little darlings?
c) Pocket the lot and return to the table ruefully clutching an empty plate?

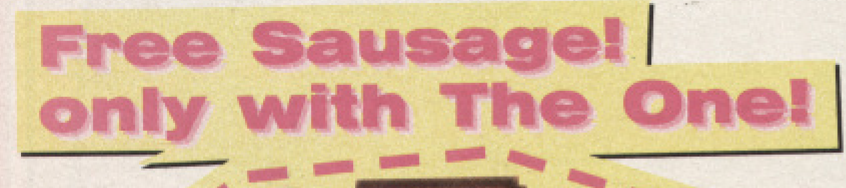
How to score: For each question, if you selected a) score 1pt, b) score 2pts, c) score 3pts. Now add up the total.

10-15 points:
You are your own wurst enemy, my friend. Try not to Herta so much next time, not everyone is quite so thick skinned.

16-25 points:
Go out, get blind drunk and get a Kabanos. Cab-on-us! Geddit?

25-30 points:
Come on fella! Put those sausages down and step back with your hands in the air!

Free Sausage! only with The One!

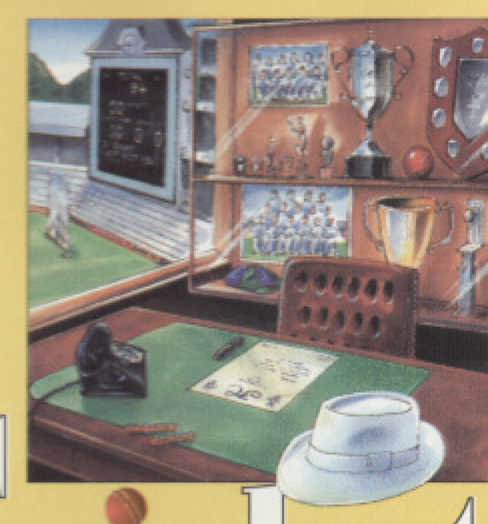


A prime piece of pork for your family to treasure!

ESP Sports Management

TACTICAL SIMULATIONS

REALISTIC COUNTY CRICKET GAME



Cricket *Masters*

THEY THINK IT'S ALL OVER. IT IS NOW.

FOOTBALL MASTERS 5, THE BEST OF THE REST 3



THE POST

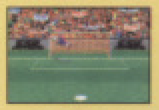
The Most Innovative Football Management Game Ever!

On the hardest level this very realistic simulation will test you to the limit. See if you've got what it takes to master the professional football league managers job using the most refined game available in the world today.

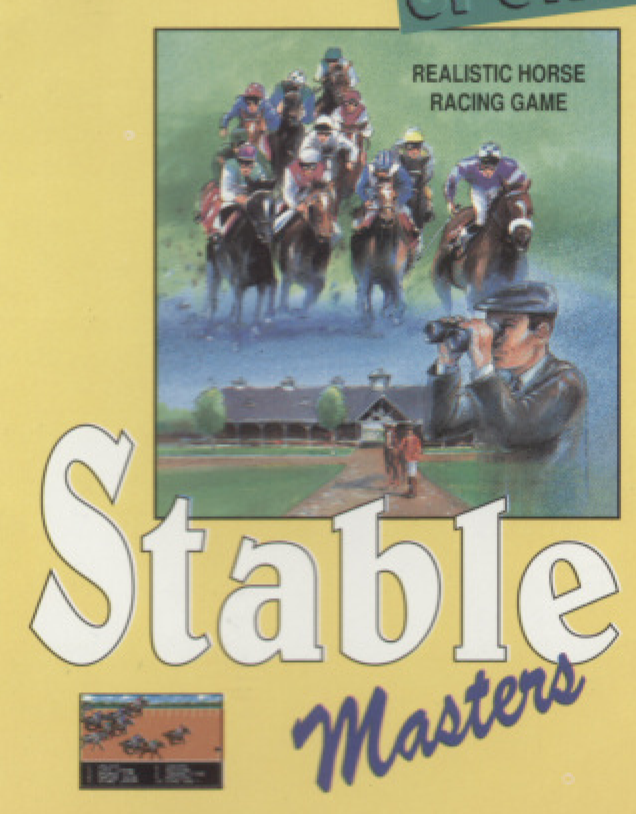
In 1989 E.S.P. were the first company to create a commercial football management game solely dedicated to the 16 bit computers. Since then, they've been continuously devising new features with the direct consultation of hundreds of management game fans. This winning combination has created the most accurate representation of what football management is all about. Once you try it, you'll realise that the rest have merely been following their numerous leads in this field. ESP



Football *Masters*



CAN YOU MANAGE SPORTING *Masters*?



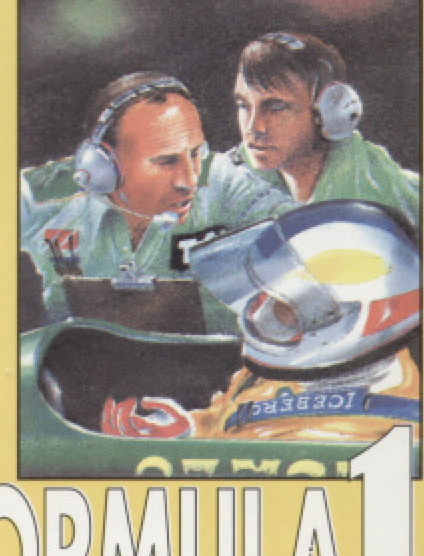
Stable *Masters*

THE GRID

The sensational world of Formula One is waiting for you.

Starting initially with just one car & one driver, with skilful management you must build your team in an attempt to win the drivers and constructors championship.

Set your car up choosing the wing settings, tyre compounds, tuning the engines and training your pit crew. Qualify and race around the 16 circuits from the 1994 season, which have all been accurately reproduced, with up to date statistics, lap records, full FISA rules with every race event possible. One to four players, four stunning sound effects, news section, weather forecasts, detailed graphics and superb playability make it the most compelling motor racing game ever released. ESP



FORMULA 1 *Masters*



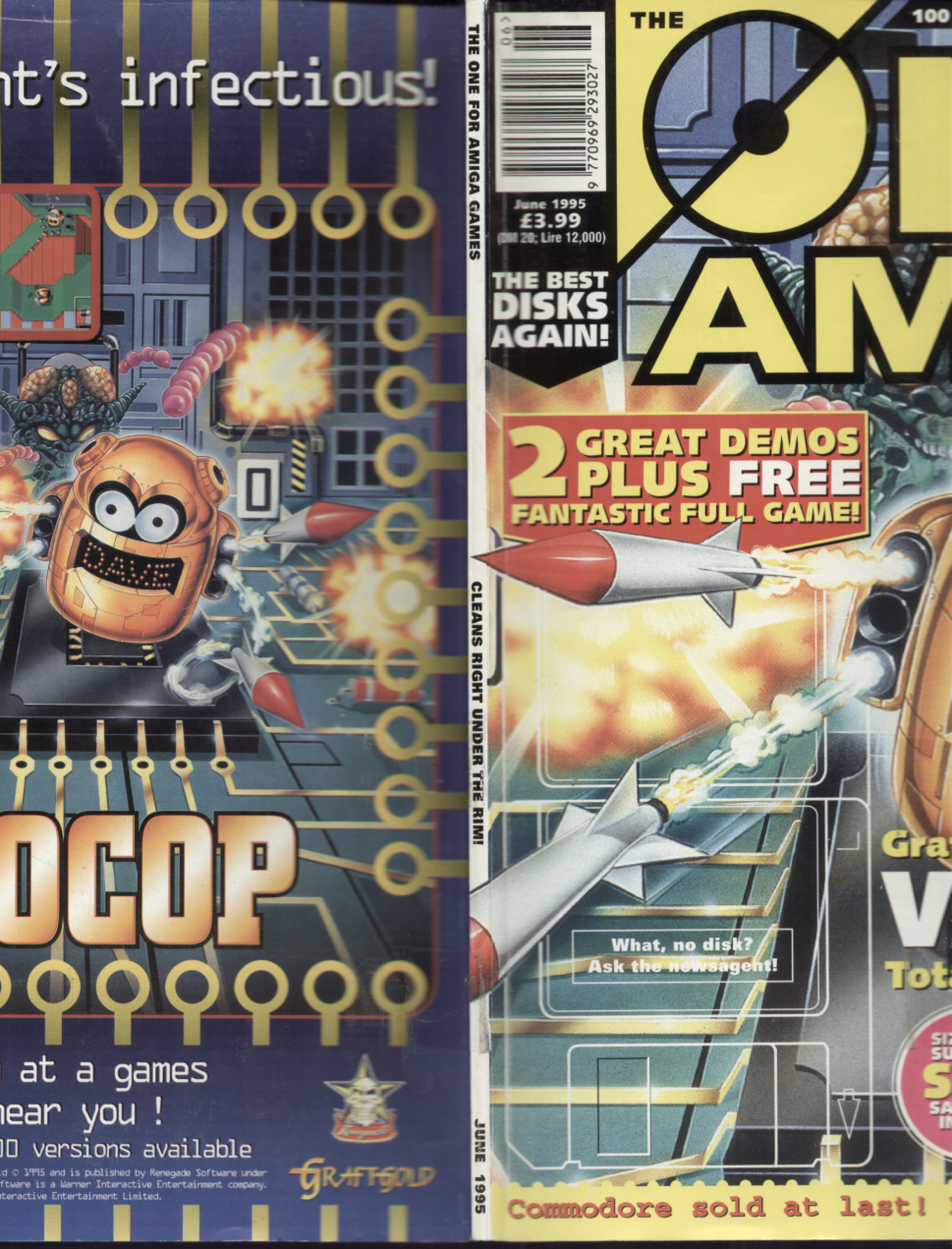
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